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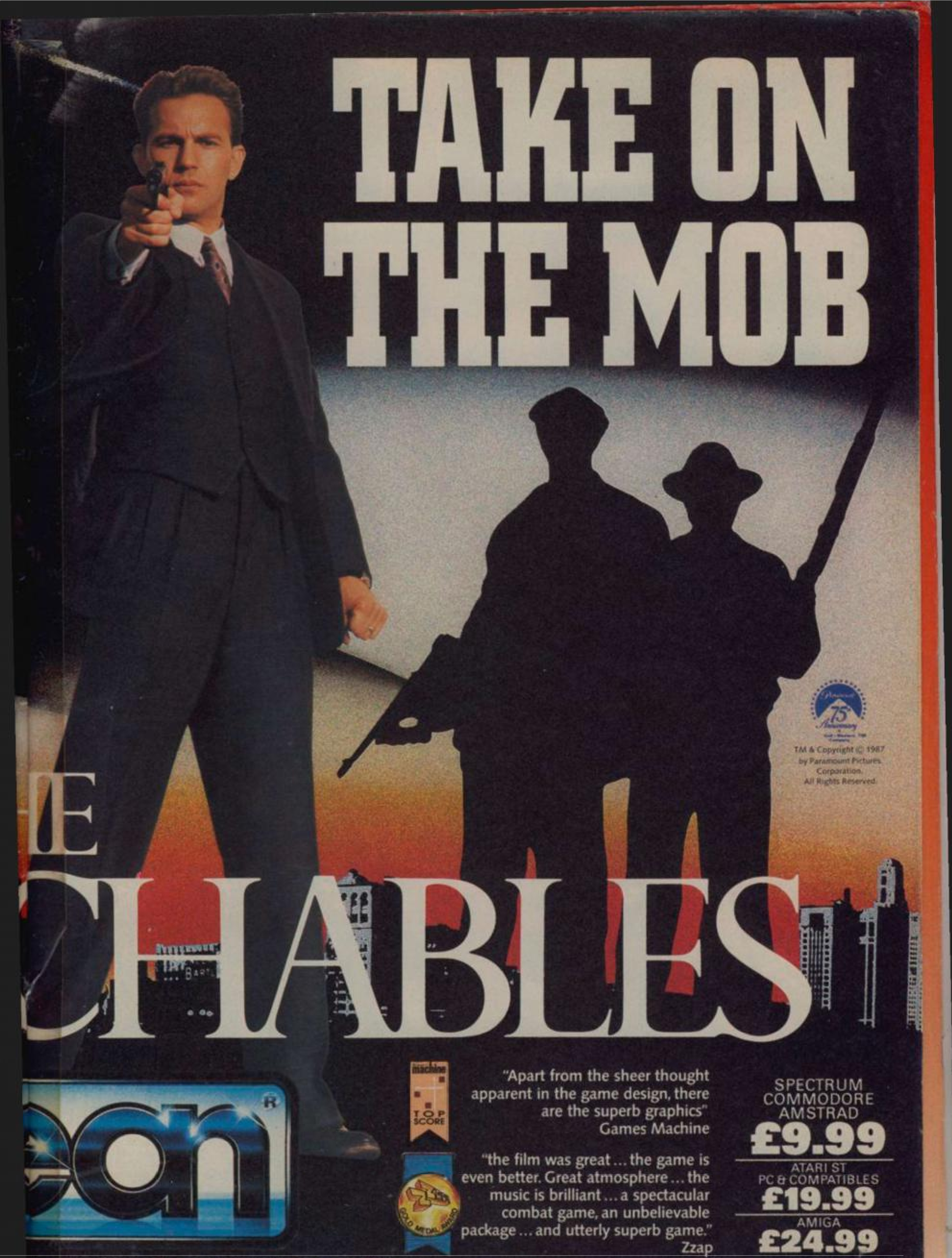
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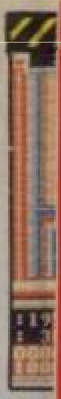

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## MEGA COMPS HOTLINES 33

Flippin' heck! Two (count 'em) PC Engines, a Sega Megadrive and one hundred quid's worth of software for your computer are all on offer on our mega phone lines!

## WIN AN ST 104

Win a copy of Grandslam's fab new kung-fu game, Chambers of Shao-lin, and a brand new ST to play it on!

## WIN A DAY RACING 114

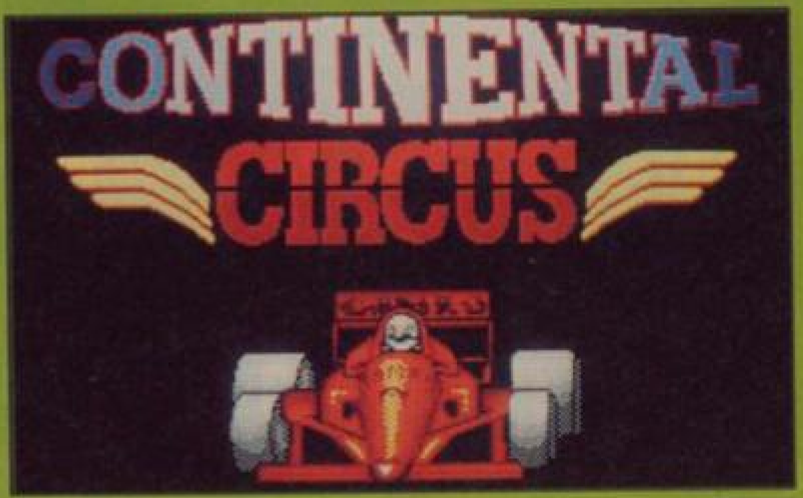
Have a manic burn around Silverstone in a very fast car courtesy of Virgin/Mastertronic. If you can't drive, there are alternative prizes of mega radio controlled cars.

## WIN A VCR 125

Domark are so chuffed with Hard Drivin', that they're giving away a brilliant video cassette recorder, and racing videos to go with it!

## WIN NINTENDOS 150

Five (count 'em) deluxe Nintendo sets are on offer from Nintendo, featuring a console, light gun, robot AND games!



## PC ENGINE SG 8

There's a new version of the PC Engine in town, the Super Grafx, which features extra chips, a stunning box and an amazing control unit - check it out.

## PLAYMASTERS 35

Loads of mega stuff, including Batman maps and tips and the definitive Xenon II players guide, and of course the Official UK Highscore table.

**CONTACTS AND CREDITS**

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EDITOR: JULIAN "JAZ" RIGNALL Captain of the UK Video Game Team (Chammmpioooons), our Jaz is a bit of a whizz on the old video games. When he's not editing the magazine, he's guaranteed to be bashing some game or other - he even plays his Game Boy in the bath...

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# TS

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## MEGADRIVE OFFER 30

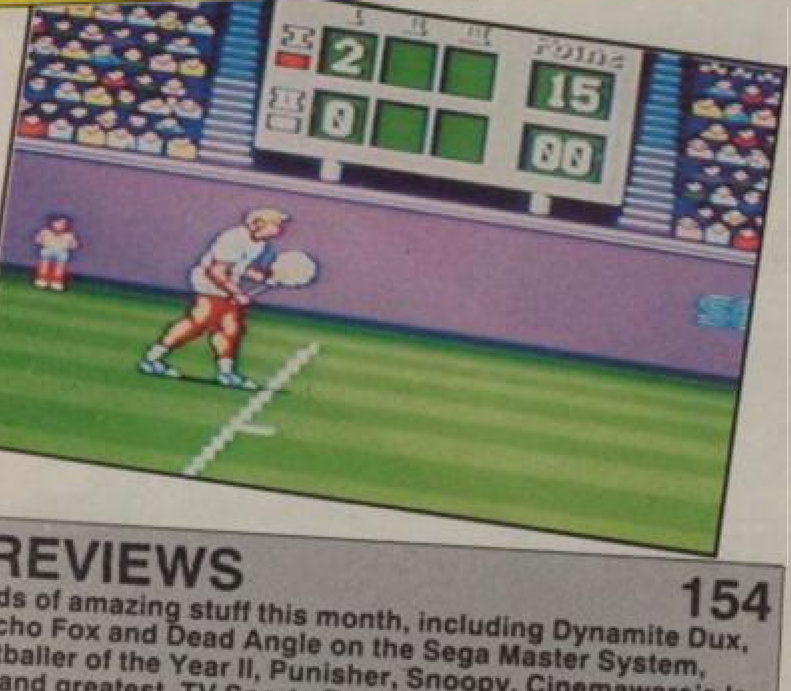
C+VG offers the best discount coupons yet, with a whole forty quid off a Sega Megadrive!

## COMPILATION CRAZEE 88

Christmas is the time of merriment, good cheer... and game compilations. We review this year's selection.

## MEAN MACHINES 108

We've got Bloody Wolf on the PC Engine, two brand spanking new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!



## PREVIEWS 154

Loads of amazing stuff this month, including Dynamite Dux, Psycho Fox and Dead Angle on the Sega Master System, Footballer of the Year II, Punisher, Snoopy, Cinemaware's latest and greatest, TV Sports Basketball, Darius Plus and the Bitmap Bros' stunning new isometric perspective game, Cadaver!

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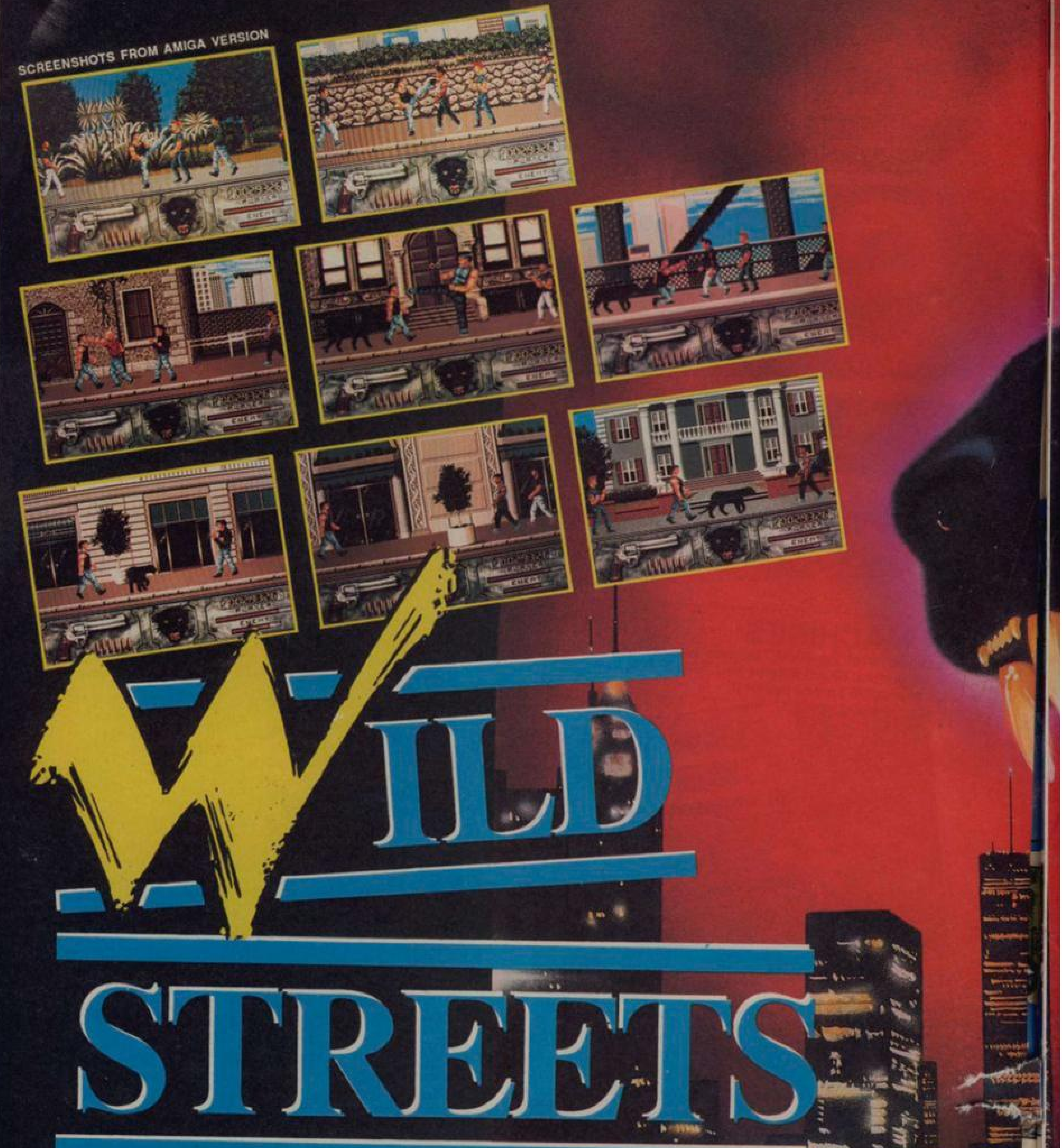
**ART EDITOR: ANDREA "GIMME COPY" WALKER**
Andrea is C+VG's Art Editor, and spends most of her time looking for her scalpel/rulers/scissors/pen so she can slap the next page down at top speed and have enough time to nip into the games room for a quick blast.

**STAFF WRITER: PAUL "STAND-IN" GLANCEY**
Hero Paul, who stood in as extra team member in the European Championships recently is still reeling with shock, since he beat top Spanish and French players on several games! "I never knew I had it in me", he was heard to say.

**STAFF WRITER PAUL "RANDY" RAND**
On a recent trip back to his home town of Newcastle he had a bit of an argument with a chip pan fryer and game off the worse for wear. "The oil just jumped onto me hand" said our Geordie chum, brandishing his bandaged appendage.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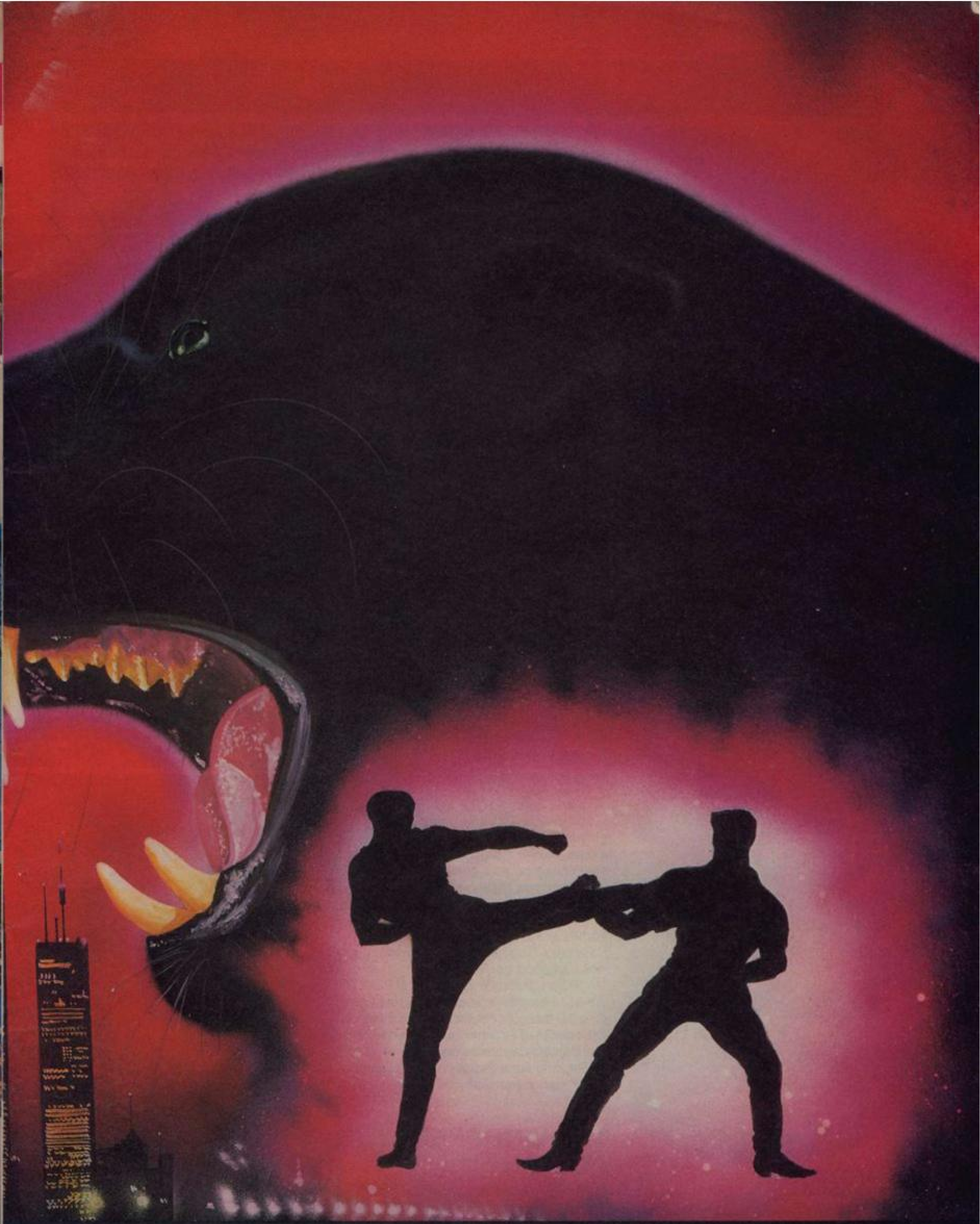

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# PC ENGINE SG

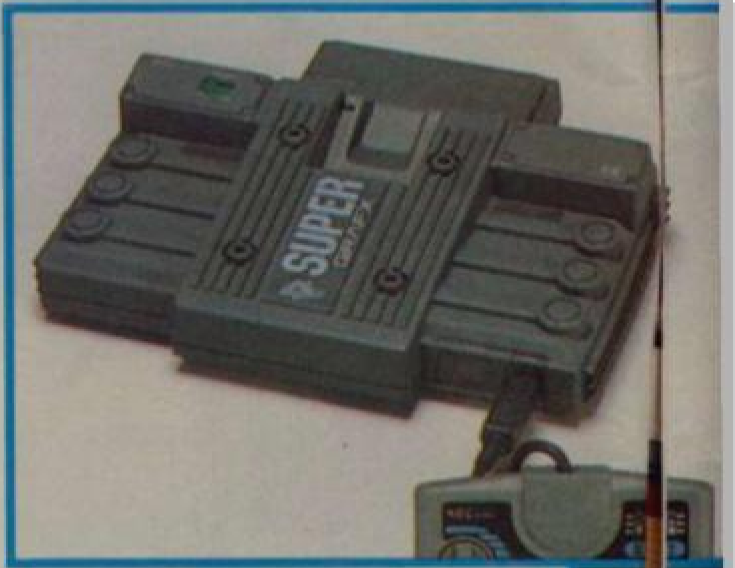
**The consoles war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...**

## INSIDE THE BEAST

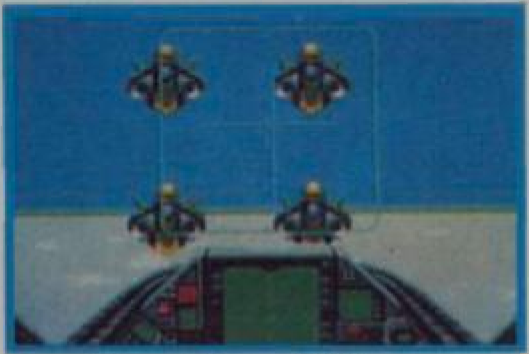
The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and blitter-style chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.



▲ *The new console in all it's glory.*



▲ *Airborne blasting thrills!*

## THE GAMES

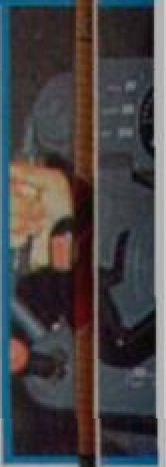
First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Capcom's Ghouls 'n' Ghosts (which looks as good as, if not better than the Megadrive version), an amazing Rastan-style arcade adventure, and a stunning 3D flying game that looks similar to Lock-On. The latter two have untranslatable Japanese names.

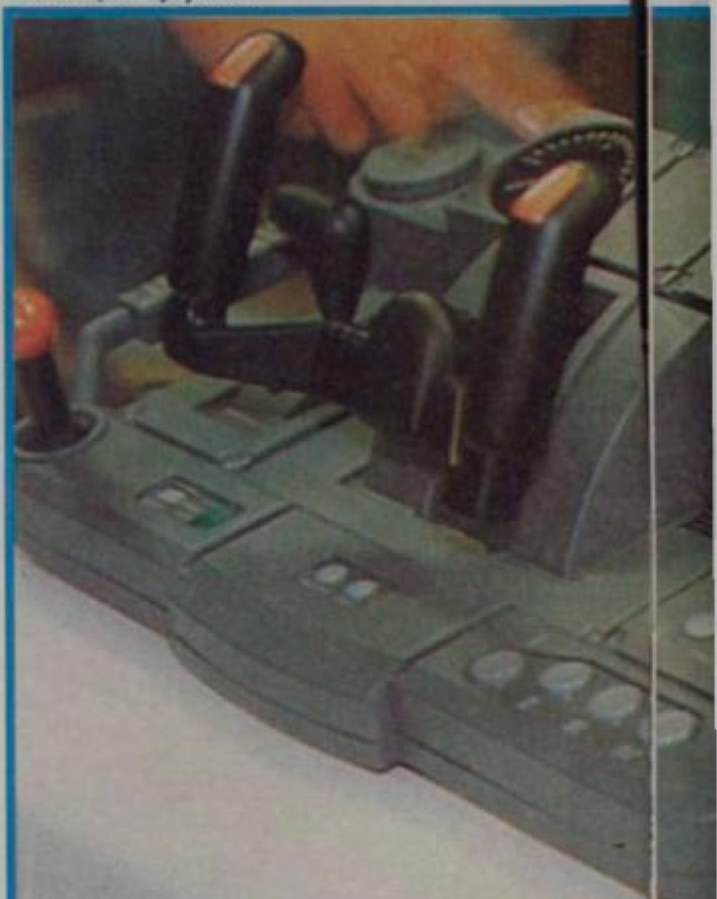
Reports state that there are another seven games currently being developed.

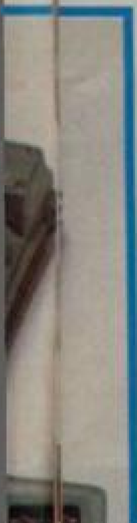
## THE WHOPPER ADD-ON

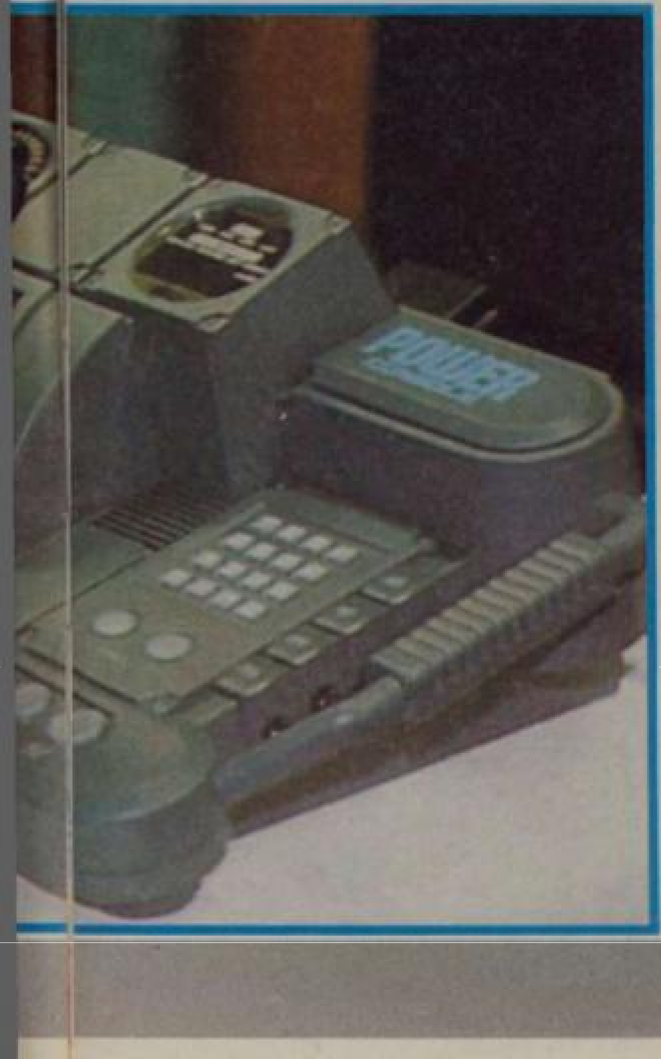
An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Konix Multisystem look very ill indeed. It features a full steering yoke, rather like the controls on the Star Wars arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 747 pilot would be jealous of!



▼ *The Power Console - how's THAT for a joystick?*







## WHAT ABOUT THE ENGINE?

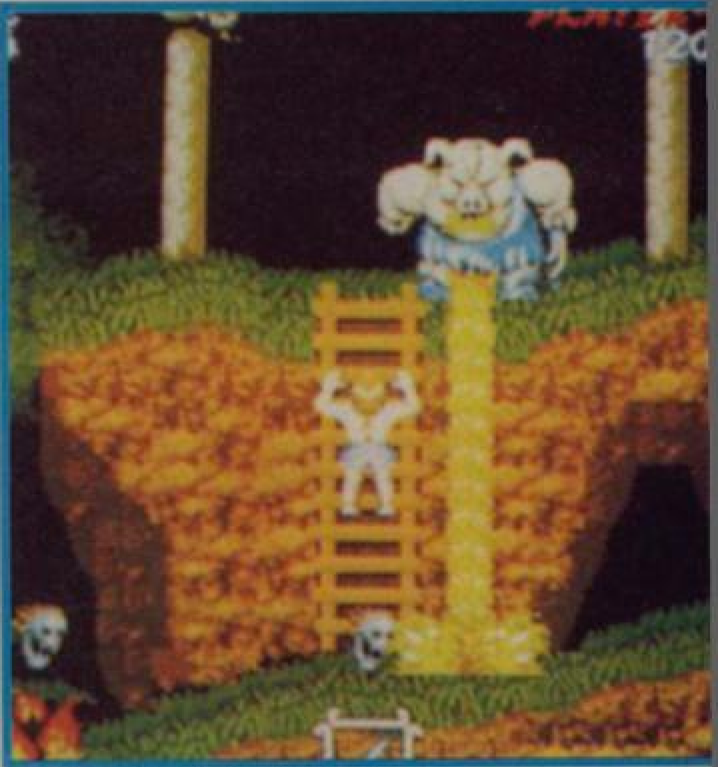
The immediate thought is that PC Engine software will dry up when the SG is released. Rubbish! With over 1.9 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more than likely to happen is that games will appear on both systems, with the SG game being a very enhanced version of the normal PC Engine title.

## IN CONCLUSION

The Engine SG is a brilliant new machine, especially when you take into account the amazing *Power Console*. PC Engine titles already hold their own when compared with games on other systems - with its extra chips, SG games should be simply stunning!

## WHEN AND WHERE

The PC Engine is yet to be officially released in Britain, so the PC Engine SG is a long way off appearing. The release date in Japan is later on this month and it'll retail at just under £180 - if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250...



▲ *SuperGrafx Ghoul's 'n' Ghosts*

▲ *Grab the yoke and whiz through the ether.*

▲ *Rastan-style hackin' and slayin'.*

**SPEC PROCESSOR: HUDSON 6502 LSI+**
**COLOURS: 512**
**RESOLUTION: 256x216**
**SPRITES: 128 ON-SCREEN SIMULTANEOUSLY**
**SOUND: 6-CHANNEL STEREO**
**RAM: 128K WITH 32K VIDEO RAM**

*Pretty As A Picture,*
*Mean As The Devil.*

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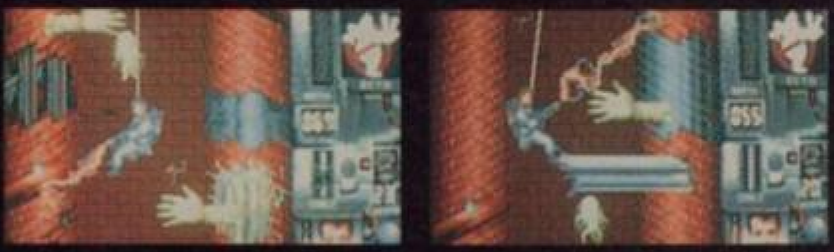
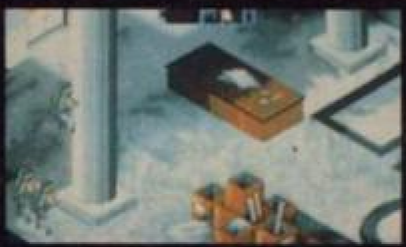
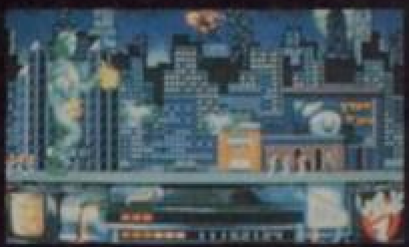
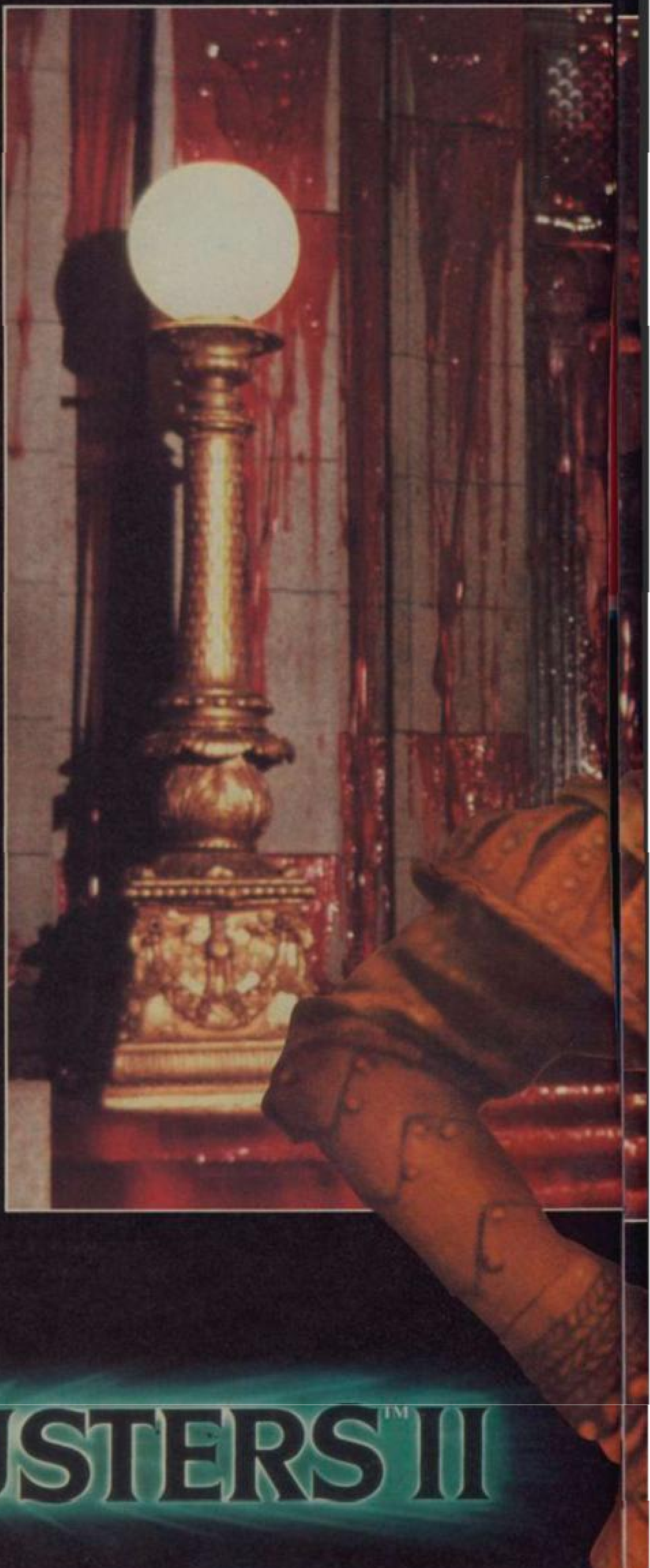
**Action, adventure, strategy challenges – and great laughs. Ghostbusters II.**



ATARI ST SCREEN SHOWN







## GHOSTBUSTERS II™

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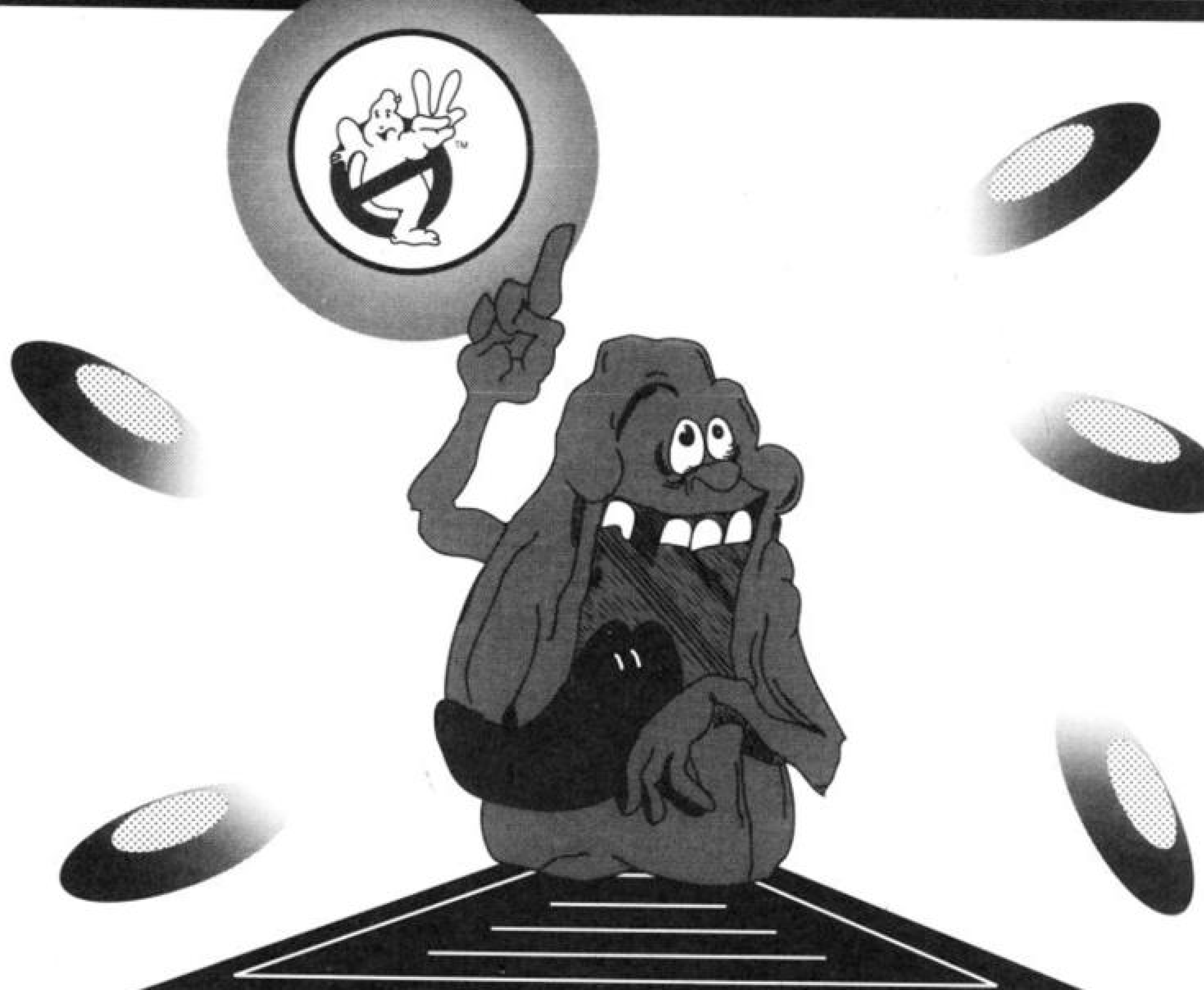

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# CHAMP-IOOOONS

**Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.**

## THE BRITISH TEAM ROSTER WAS:

**JULIAN "The Cap'n" RIGNALL** - C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire.
**MARTIN "Tactics" DEEM** - Another ex-C+VG arcade champ, and holder of numerous arcade world records.
**SIMON "Pommes-Frites" HADLINGTON** - Runner-up in the US Gold/Boys Club games championship of '88.
**STUART "Nee Bats Man" CAMPBELL** - Overall winner of aforementioned US Gold/Boys Club competition.
**PAUL "Oh No" GLANCEY** - C+VG Staff Writer and last-minute substitute.

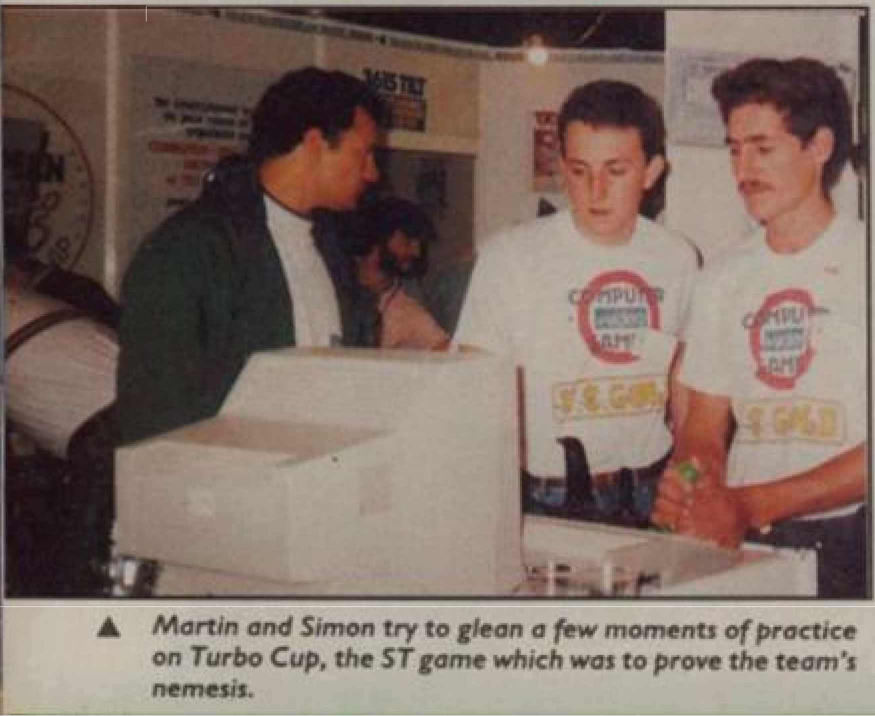
The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with waiters and took the pics.

## THE COMPETITION

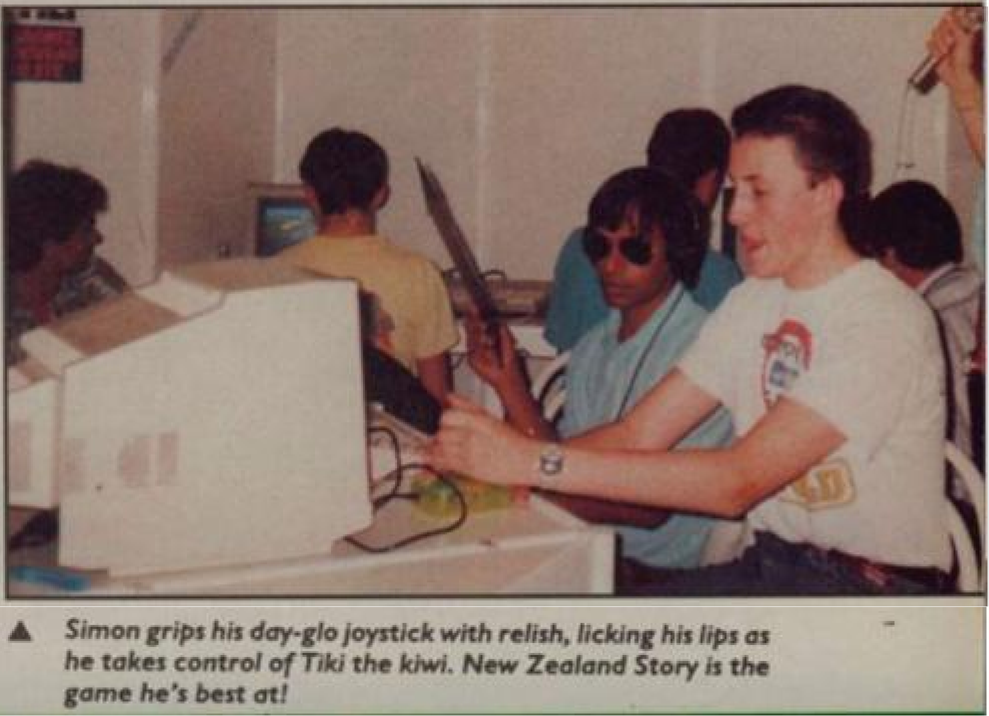
The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-

▲ *The night before... The TILT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...*

▲ *Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.*



▲ *Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.*



▲ *Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kiwi. New Zealand Story is the game he's best at!*

# CHAMP-IOOOONS

*It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Paul Glancey, Andrea Newton (US Gold haggler, translator and general bonne vivante), Martin Deem, Julian Rignall, Stuart Campbell, and Simon Hadlington. Vive les vainqueurs!!! Right, now off for some more of that fancy French nosh!*

ners declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poopy old Captain Silver. The lads did creditably on the Amstrad conversion of Forgotten Worlds too, and were only stymied by the ST version of Loriciel's Turbo Cup, which only Julian had played before (a year ago!).

## THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tilt magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 500) had he been .02 of a second faster in Turbo Cup. Tchaah! Still, that leaves him something to set his sights on for next year's competition, which will be held at the ECES Show (formerly the PC Show) next Autumn!

## AROUND THE WORLD

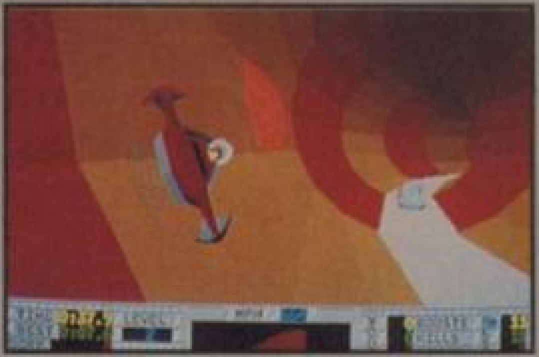
## OCEAN WINS BATTLE

Ocean, continuing their policy of releasing strong 16 bit software, have just secured the rights to the sequel to Rainbird's stunning 3D arcade strategy sim, Carrier Command. Battle Command is a 3D futuristic tank battle and will be released in March. More news when we have it.

## A STUNNA

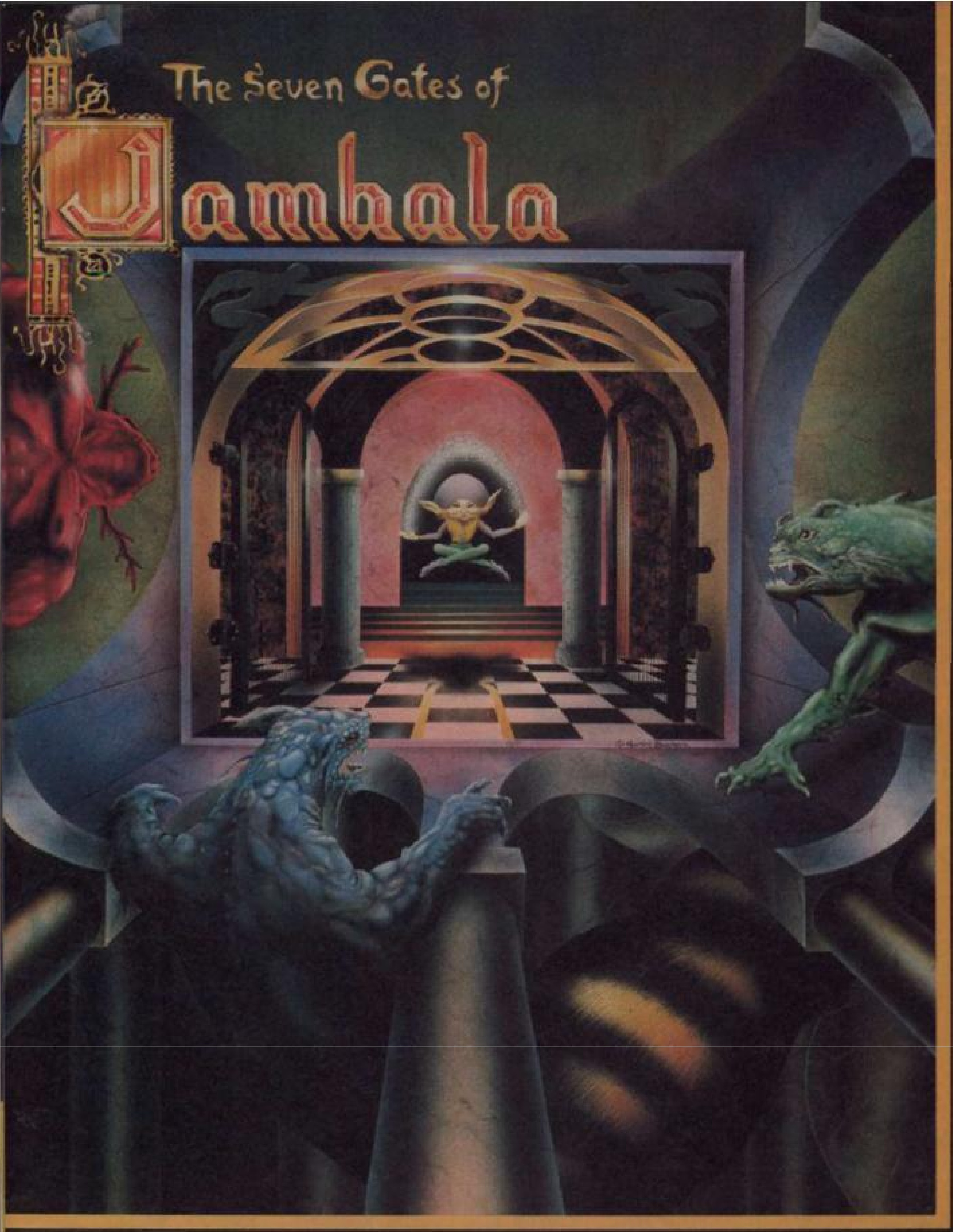
Domark have snapped up the rights to two of Atari/Tengen's hottest new coin-ops, Escape From The Planet Of The Robot Monsters and STUN Runner.

Planet Of The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the enslaved humans, while STUN Runner is a fabulous new 3D race 'n' blast game - for more details read the full review in the Arcade Action Megabook.



## DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge, the game of the Marvel cartoon character, in which you control Spiderman and Captain America on their way to defeating the eponymous baddie, and Space Ace, the conversion of the laser disk arcade game that's being programmed by the team behind Dragon's Lair. We've already seen a demo and it looks amazing on both ST and Amiga - expect a review next month.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# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

### PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

**85+**
A C+VG HIT! An outstanding game that shouldn't be missed.

**70-85**
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

**55-69**
Average to fairly good. Could still appeal to fans of the genre.

**40-55**
Below average to average. Generally a disappointment.

**15-39**
Generally a poor game that mightn't even appeal to the most ardent fans.

**14-**
Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, ventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves are tops in his house.

### PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.

## REVIEWS

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LAP TIME 2:03:10
1:35:50 CHALLENGE
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TEMP
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## C+VG HIT! REVIEWS

### GHOSTBUSTERS II

Amazing graphics and great sampled speech are all part and parcel of this HIT! game of the film.

### TURBO OUTRUN 54

Blistering racing action as US Gold's road-burnin' conversion roars in for a HIT!

### ROCK 'N' ROLL 64

This original and highly entertaining arcade puzzle game looks great and plays even better.

### OMNICRON 68

Imageworks' intriguing arcade adventure has plenty of depth.

### INTERPHASE 70

A fantastic combination of filled-3D blasting and puzzle gaming makes this original game a winner.

### GHOULS 'N' GHOSTS 76

Guide Sir Arthur through six manic levels of mayhem in this brilliant arcade conversion.

### DAMOCLES 106

The sequel to the classic game Mercenary has been a long time coming, but it's well worth the wait!

### SWITCHBLADE 116

Stunnin' runnin', jumpin', collectin', fightin' 'n' fumpin' game from the makers of Rick Dangerous.

### HARD DRIVIN'

Incredibly realistic 3D driving simulation conversion from Domark - check out the HIT! review!

# GHOSTBU

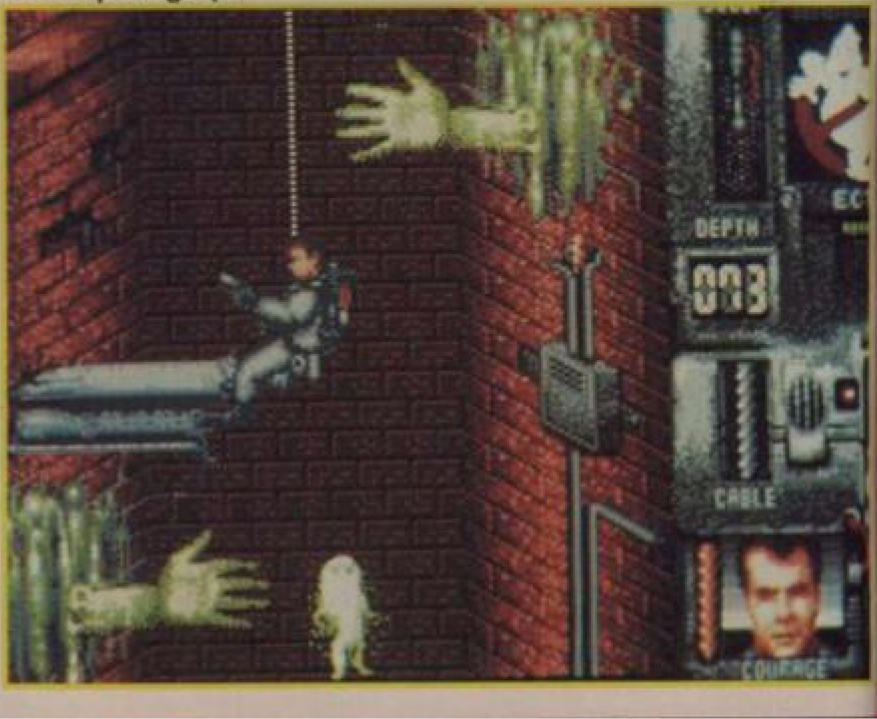
### BY ACTIVISION

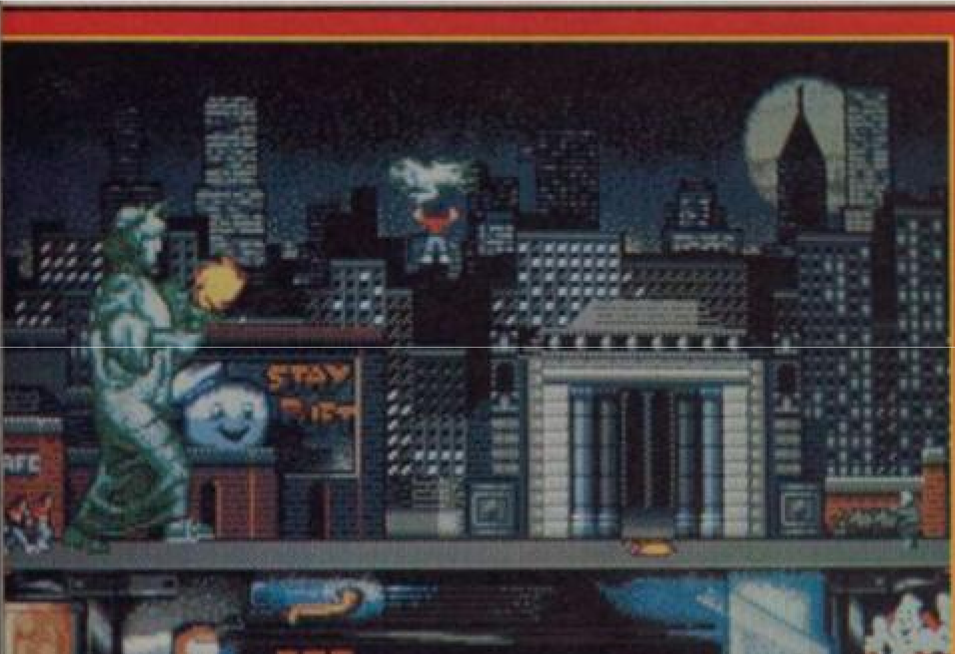
Times have been hard for the Ghostbusters. Instead of being treated like heroes after saving New York from the evil of Zuul, they were forced to take the blame for the battle-damaged city and had to disband. Now, four years later they're called out of retirement by a painting of an ancient Europsycho named Vigo in the NY Museum of Modern Art, the presence of something supernatural under the streets of the city and Dana Barrett's baby, Oscar...

Activision's game of the film features three sub-games inspired by scenes from the movie. In the first stage, you have to lower Ray Stantz down a 120m deep airshaft on a cable to get a sample from what is, in fact, a river of slime running along the Van Horne underground railroad. As Stantz descends you have to zap attacking spectres, ghostly hands and cable-cutting ghosts, while swinging him left and right to collect three bits of a goop scoop, as well as extra weapon supplies and courage elixir from ledges on the side of the shaft. The prospect of getting a man on a swinging rope to shoot ghosts coming at him from six directions while collecting extra weapons might sound like a nightmare, but in fact the clever joystick control makes it surprisingly easy. So easy, in fact, that it's not going to be long before you're loading up the next section.

Having analysed the slime the Ghostbusters have found it sensitive to emotional energy, so they decide the only way to rid the streets of spooks is to use positively-charged slime to animate the Statue of Liberty, then rally a crowd of happy New Yorkers behind them and draw power from their positive vibes. This part of the game takes the form of an unusual sideways-scrolling shoot 'em up with Miss Liberty leading some dinky citizen-sprites on the left of the screen, and swarms of slimers and spooks flying on from the right. The statue's torch draws on a supply of good slime to produce joystick-controlled fireballs which you can use to shoot down the encroaching swarms of phantoms. Blasted phantoms drop slime to the streets, which a group of your folks have to dash out and pick up to top up the slime tank. The graphics on this bit are superb - tiny but incredibly detailed ghost sprites which look just like the spooks in the movie. The shoot' em up action is a little monotonous but it's basically good, undemanding fun, and the occasional sight of having one of your fellahs picked up by a slimer then dropped to

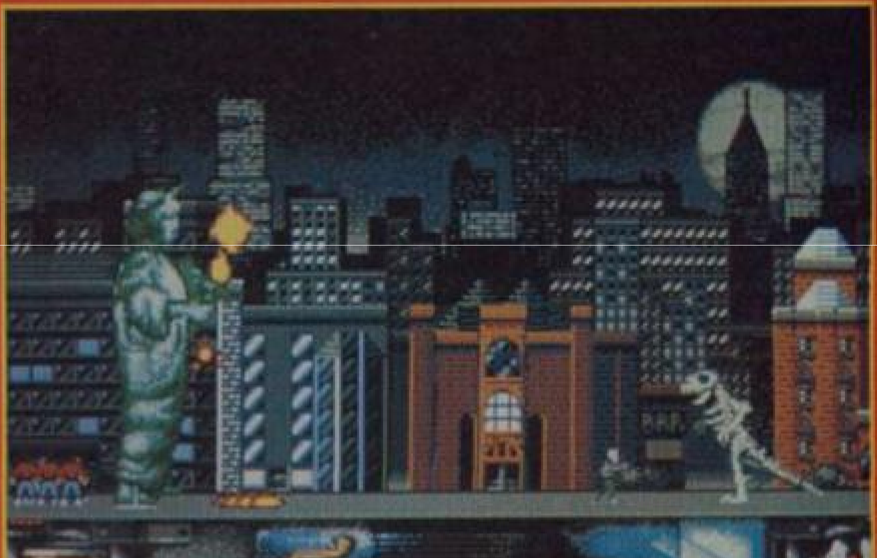
▼ *Scoop the goop.*





▲ *A New Yorker gets carried off!*

▼ *A bony T-Rex blocks the road.*



# USTERS II

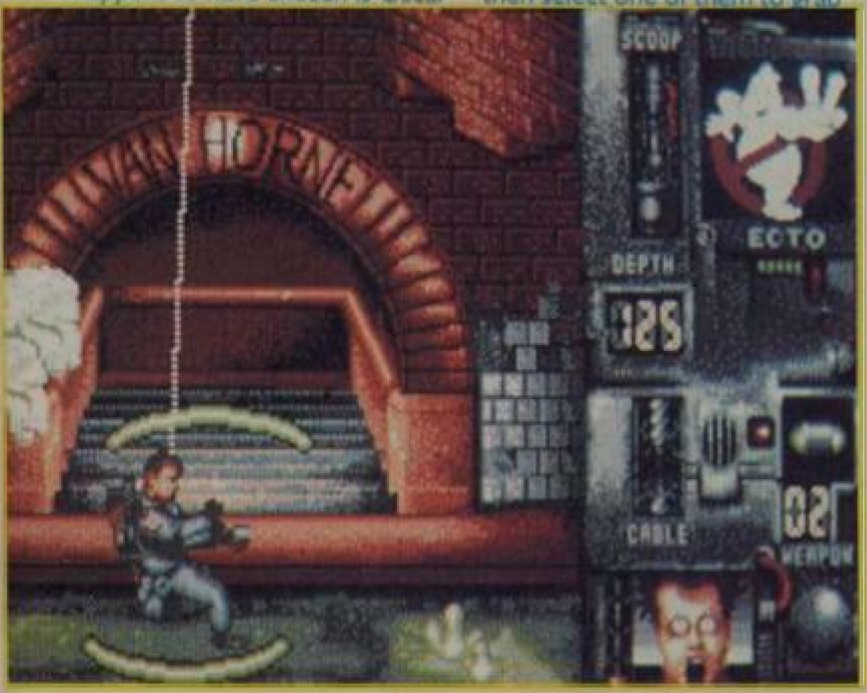
his doom is a right laff.

Finish this stage and you enter the final confrontation. To return to Earth and rule it, Vigo's ghost has to enter the body of a baby, and the baby he happens to have chosen is Oscar Barrett. He is drawing power from Oscar who has been placed before his painting by the zombified artist, Janosz Poha. You have to abseil the 'Busters into the gallery one at a time, then select one of them to grab the baby and hide it, another to do over Janosz, and then another two to zap Vigo when he finally emerges. I won't go into any further detail, because the way this section plays is almost identical to the scene from the film. Anyone who's seen it will know exactly what to do.

Don't worry if you haven't seen the film, though, as the game loads plot details, digitised pics and speech before each sub-game.

I was quite surprised to find that Ghostbusters II was one of the very few games of the film which actually matches the quality of the film. In fact, I was a bit disappointed with the film so I'd go even further than that and say that it is even more enjoyable than watching the movie! The graphics are excellent throughout, the action is accompanied by three neat renditions of the film's soundtracks and all three games are good fun to play. What else matters?

**PAUL GLANCEY**



C+VG HIT!

## UPDATE

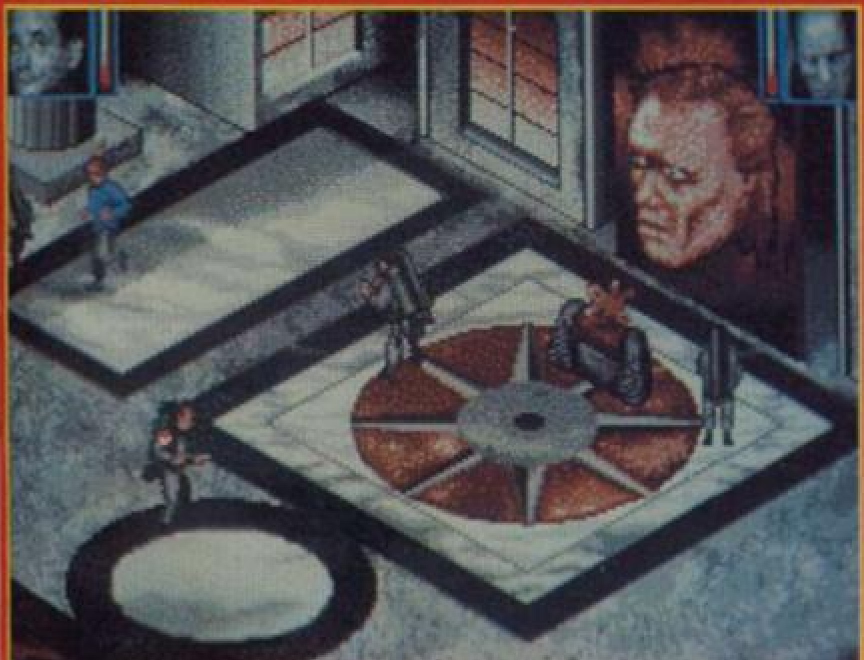
*Expect the usual differences between the ST and Amiga versions. The 8 bit games should have the same gameplay with compromised graphics and sound, and of course, no speech.*

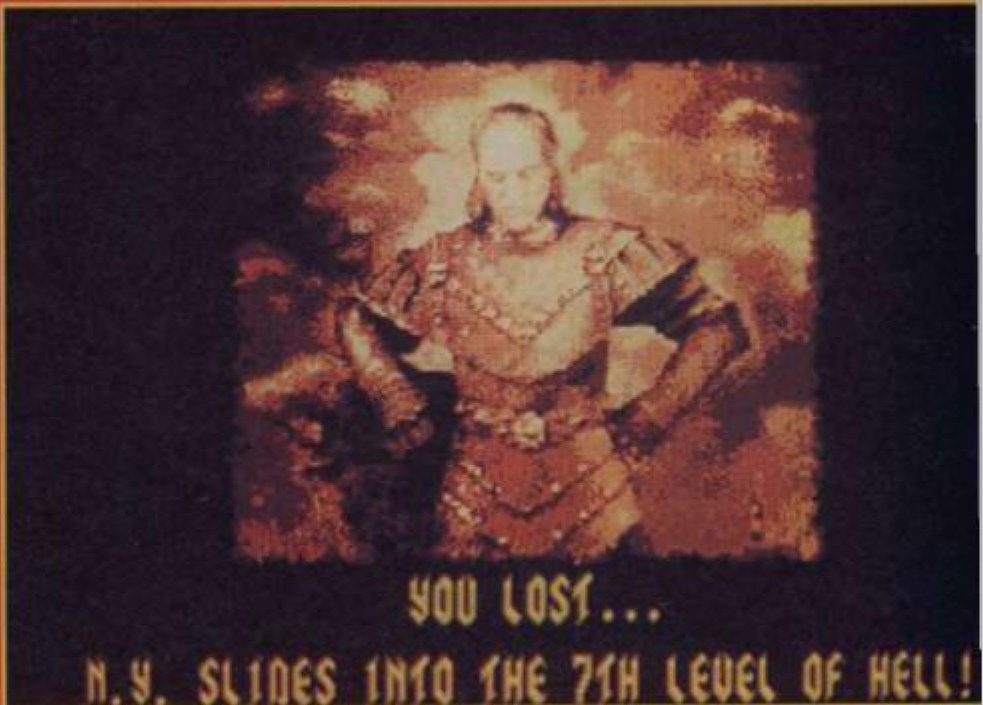
| ST | £24.99 |
|---|---|
| GRAPHICS | 88% |
| SOUND | 85% |
| VALUE | 82% |
| PLAYABILITY | 84% |

*A great license which puts the movie's action sequences to very good use in three varied and playable levels.*

| OVERALL | 85% |
|---|---|

▼ *Zap Janosz and save the kid.*

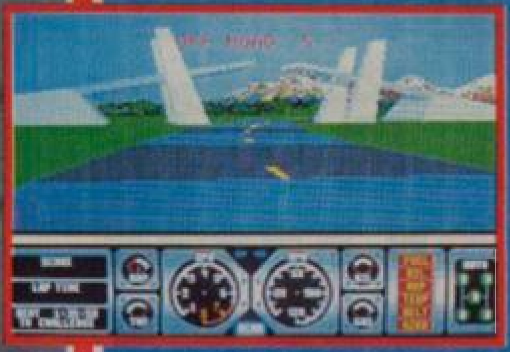



YOU LOST...
N.Y. SLIDES INTO THE 7TH LEVEL OF HELL!

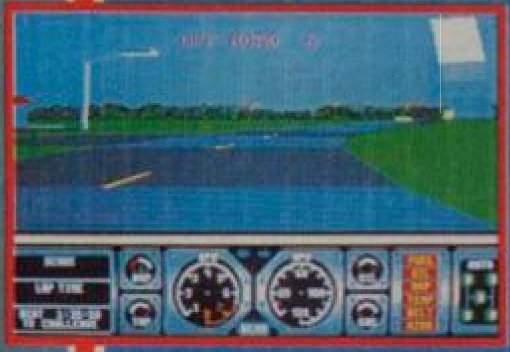
▲ *Bummer. You lose...*

Atari ST Screenshots!

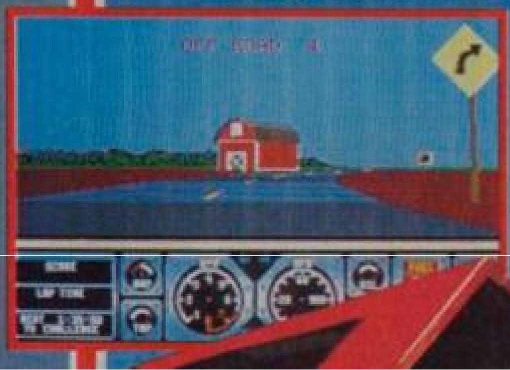
A TRUE THREE-DIMENSIONAL WORLD
PRESENTED ON THE SCREEN!



EXCITING STUNT TRACK
WITH A 360-DEGREE LOOP!



QUALIFY AND CHALLENGE
THE TOP HARD DRIVER!



# Hard

## THE ULTIMATE DRIVING SIMULATOR

– that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

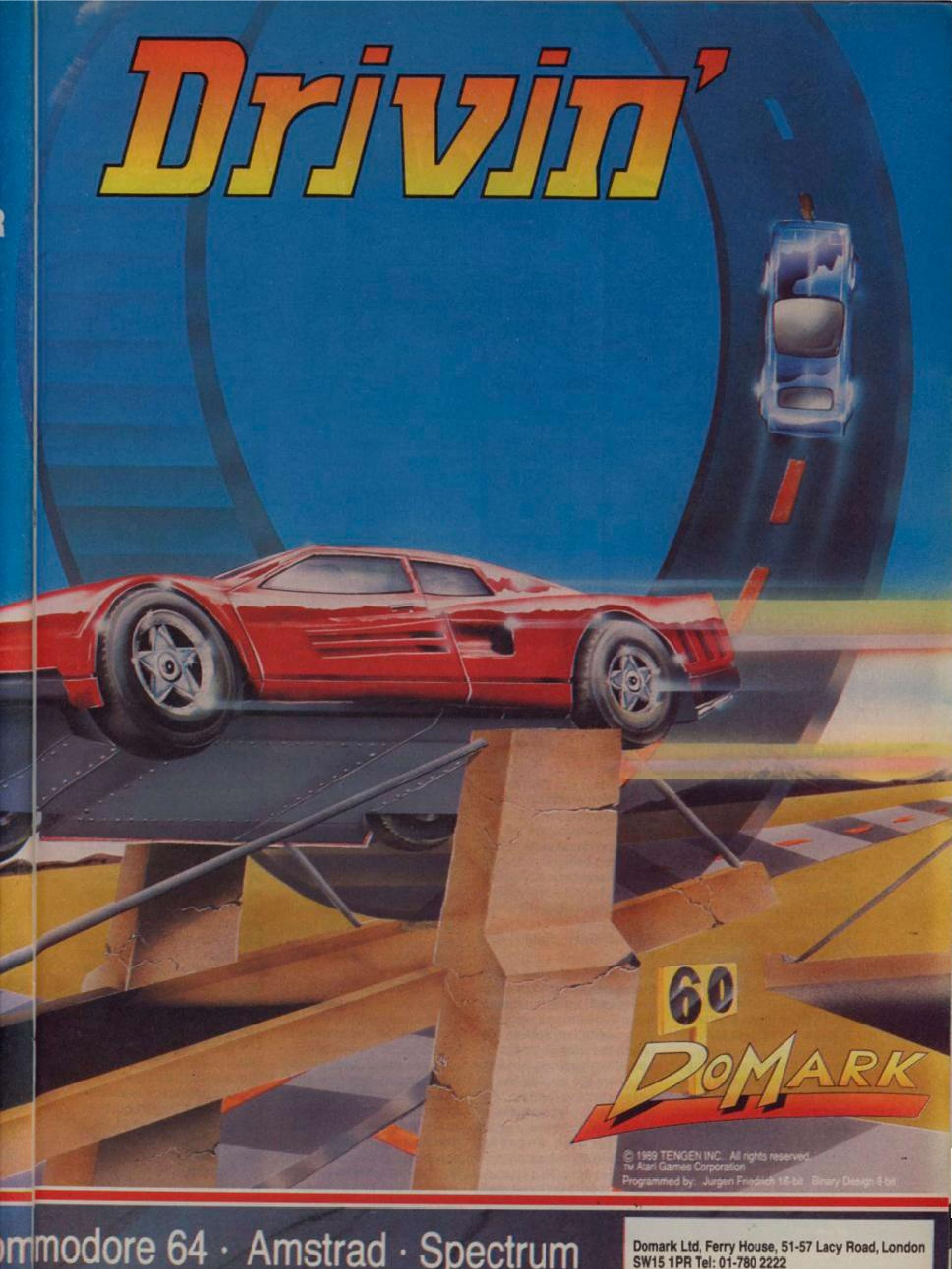
Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

Hard Drivin', available for your home computer, is not just the best game on offer – it's a whole new driving experience.

Take Hard Drivin'
for a test drive today!

**TENGEN**
*The Name in Coin-Op Conversions.*

IBM PC · Amiga · Atari ST · Com



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™ Atari Games Corporation
Programmed by: Jurgen Friedrich 16-bit Binary Design 8-bit

ommodore 64 · Amstrad · Spectrum

Domark Ltd, Ferry House, 51-57 Lacy Road, London
SW15 1PR Tel: 01-780 2222

Mail Bag
OZONE INCOMPATABLE !!
PSSSST!
READ EM 'N' WEEP CREEP!!!
HATE
WAR ZOMBIES
BAD BREATH
YOB!?
C+VG

**Here he comes. Walking down the street. Getting the funniest looks. From everyone he meets. Hey-hey it's the YOB-ee. And people think he's a-yobbin' around. But he's too busy writing. To be kicking anybody down. If you've got something interesting to say, write to YOB'S MAILBAG, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your letter is particularly interesting, you could win a special YOB prize!**

## PRICEY CREDITS

Dear YOB,

I'll get straight to the point - has anybody noticed the price of arcade machines lately?

For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and felt around (oooer). To my shock I had ran out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you start getting ideas it wasn't because I was crap at everything.)

I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where, when they have a new machine, make people pay about 50p a go until the machine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's pockets too.

Yours poorly,

*Big Balls Barry, Bedale, N Yorks.*

**YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loadsamoney and pleasing some spotty oik, I'm sure you'd go for the dosh. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really must be a pretty rubbish gamesplayer.**

## EVERYBODY NEEDS GOOD NEIGH-BORES

Dear YOB,

If you don't mind, please may I take the utter p*ss out of Gail Robinson in Neighbours. In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random, and generally taking yonks to get across the road bit. When she did she said to Paul "I've got to get across the logs; I don't think I'll do it".

Paul does it for her in 0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about "those ugly Space Invader machines" and "Pole Position". When will people eventually realise that games have developed drastically and teenagers play games like Hard Drivin' not bloody Frogger.

*James Oliver, Nutfield, Surrey.*

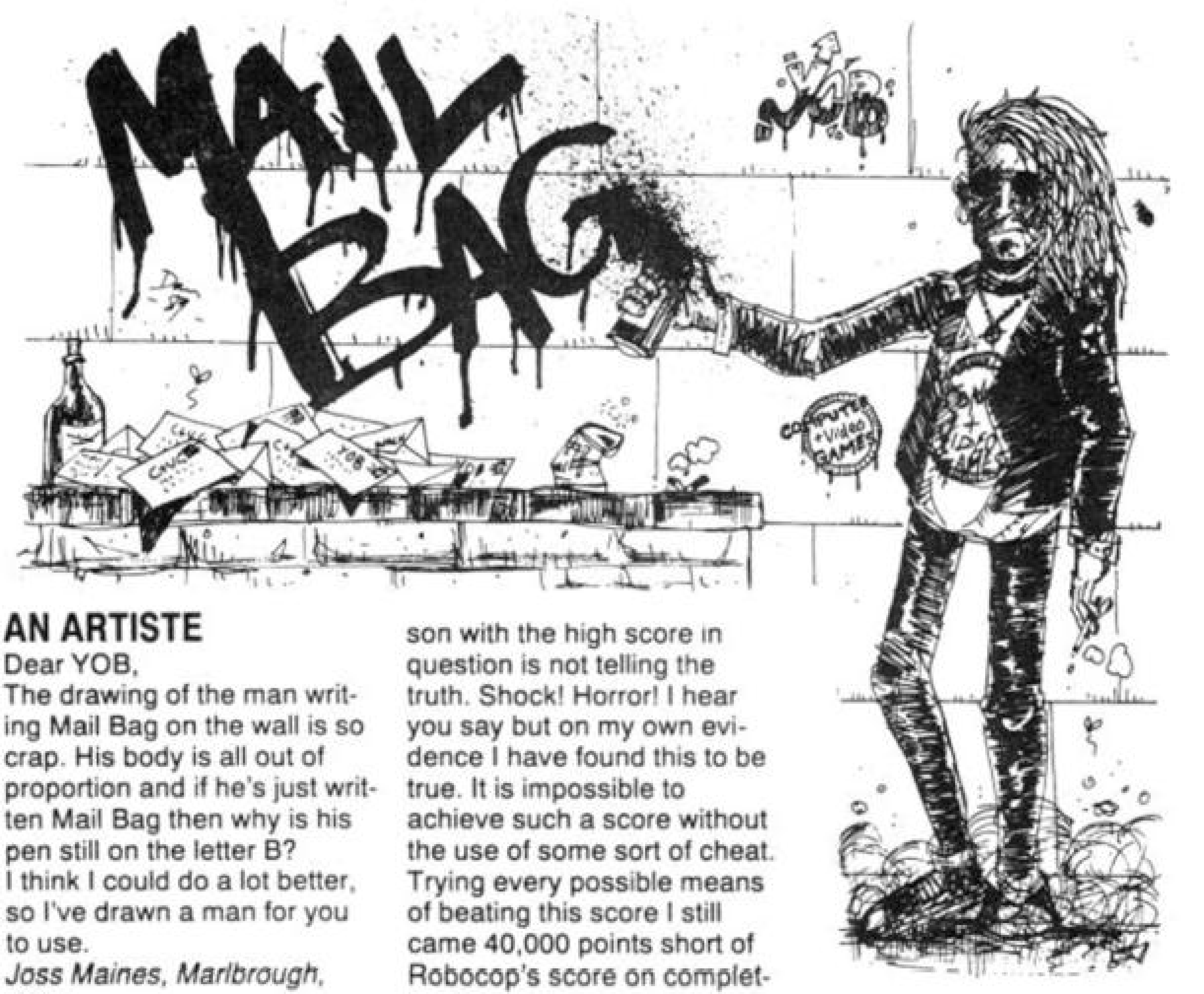
**YOB: Too flippin' right. It seems there's mass ignorance about computer games in the generation above us. What really cheeses me of, though, is that not only does the BBC still wheel out crummy old Acorn Micros at the first available opportunity, but there's no telly program for computer games. After all, it's the ideal media to show off graphics and sound. And it's a proven fact that playing computer games is the second most popular pastime after watching the television. Channel Four shows obscure "Dance on Four" programmes (usually four twerps from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tone deaf musicians on dustbins) - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...**

## OU EST LA MACHINE?

Dear YOB,

I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: Dragon's Lair which I have not played in 4 years, and Super Don Quixote, 2 years. Please could you tell me where in England

I could find these amazing games. I've tried Scarborough, Whitby, Redcar, Blackpool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from.
*Michael Pearson, Saltburn, Cleveland.*
**YOB: Jazza, arcade guru of the western world reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote - it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredible difficult to maintain.**



## I SAW...

Dear YOB,
I have developed an incredible technique to create two computers from one!! Simply take a good, sharp chainsaw and slice all the bits in your computer in two! Then reassemble and voila - two computers for the price of one!!
*B Firth, Stevenage Herts.*
**YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you have adult supervision.**

## DUTCH CHEESE

Dear YOB,
The first part of my letter is about the Dutch jerk who calls himself Marco Van Basten from somewhere called DPSF. He reckons we're stupid having Big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them on British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a mechanism so when he opens the parcel, the pins are pulled out. KABOOM! No more Dutch pirate.
*John Gibson, Newcastle.*
**YOB: How apt. As I've always said, computer pirates are the rancid skid marks in the Y-Fronts of the computer industry.**

## AN ARTISTE

Dear YOB,
The drawing of the man writing Mail Bag on the wall is so crap. His body is all out of proportion and if he's just written Mail Bag then why is his pen still on the letter B?
I think I could do a lot better, so I've drawn a man for you to use.
*Joss Maines, Marlbrough, Wilts.*
**YOB: What an artistic genius. Straight from the famous East Cheam County Primary School of painting if I'm not mistaken.**

## WHAT'S BEST?

Dear YOB,
I am hoping to purchase a console in the very near future and would like some advice about the Sega Megadrive and the PC Engine. Which one is technically superior, and which has better long-term prospects?
I am extremely grateful for your help.
*Y Tsang, Slough, Berks.*
**YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.**

## CHEAT OR NOT?

Dear YOB,
I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop. Thinking I could beat this I began to play my copy of the blockbuster game. But to my anger I could not beat the high score, not to my own lack of skill but to the conclusion that the person with the high score in question is not telling the truth. Shock! Horror! I hear you say but on my own evidence I have found this to be true. It is impossible to achieve such a score without the use of some sort of cheat. Trying every possible means of beating this score I still came 40,000 points short of Robocop's score on completing the game.
Please deal with this person in the appropriate manner.
*Sam, Belfast.*
**YOB: The way to get a score that high on Robocop is to blast as many baddies as possible within the time limit. You can get scores that high - you'll just have to practice, matey.**

## LET'S MAKE LOTS OF MONEY

Dear YOB,
Please can you tell me what I have to do to make a lot of money like a computer wizzkid.
*No name supplied.*
**YOB: Easy, write a completely brilliant game that sells loads of copies.**

## NO CHANCE

Dear Yobby-Poos,
Please could you have a quiet word with your comrade Julian Rignall and talk him into giving me his PC Engine as I don't feel inclined to fork out the spondoolicks for a brand new one. If you don't I might come round and accidentally snip off his hippy-style hair!!!
*Simon Bailey, Barnehurst, Kent.*
**YOB: Go forth and multiply was Julian's succinct answer.**

## A XENON STAR

Dear YOB,
On Wednesday 11th, at precisely 5:30, my house was finally at rest. I nervously moved towards the computer to insert the fatal disk. This time, there were to be no interruptions, this time the Xenites were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time I came to the last end of level guardian. I was cool, confident and collected. Billy Joel's latest song blared loudly in the background and the final confrontation began.
It was a piece of cake; he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him.
Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me.
*Jonathan Khan, Broxbourne, Herts.*
**YOB: Sorry to disappoint you, but you're the 1,537th person to finish the game. Make sure you're quicker next time.**

Mail Bag
OZONE INCOMPATABLE!!
FSSSST!
READ EM 'N' WEEP CREEP!!!
YOB!?
BAD BREATH
HATE
WAR ZOMBIES
to C+VG

## WET NANCY GIRLIE

Dear YOB,

I am a cool rock hard high flying guy! And if anybody messes with me I will break their ankles with a pair of Doc Martens, so send me a C+VG T-Shirt or else.

*Steven Moon, Liverpool.*

**YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and listen to Bros, you big wet girlie nancy.**

## WRESTLIN'' SPECTRUM

Dear YOB,

I own a pretty pathetic Speccy. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead cool.

*Hulk Hogan, Shrewsbury.*

**YOB: As far as I know there's no conversions of Main Event coming on any machines. Tough.**

## PENNY WISE...

Dear YOB,

I went out and bought an arcade yesterday, cos it will be a darn sight cheaper than buying all the inferior, crap coin-op licences coming out at Christmas!

*Mark "The Owner Of A Brand Spanking New Arcade" W, Keston, Kent.*

**YOB: No it won't.**

## HONORARY TWERPS OF THE MONTH

Dear YOB,

Our company has copied many well known games, like: Robocop, Operation Wolf, Mr Heli, Last Ninja II, etc etc. This is all possible, because: a) a lack in the Dutch law, b) our Research and Copy team has done a great job!

By the way, why did you call our Chairman of the Board, Marco Van Basten MBA, a twerp (C+VG, July 1989)? He isn't pathetic at all!!!

*Prof Dr Ruud Gullit MBA, Dutch Piracy Software Federation*

**YOB: Well, what a right festering little pustule we have here. What annoys me about this sort of person is their immense self-importance. They think they're so ruddy clever, when in fact their mindless antics require the brains of a retarded slug. And I'm afraid that like you, your "chairman" IS a pathetic little twerp - why don't you just go back to tulip picking and do us all a favour?**

## IT'S EASY

Dear YOB,

I have one mega-complaint to put to Julian Rignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gradius when it only goes up to 9,999,990? Was it just a mistake and you meant 1,267,000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero.

If JR arrived at the score by clocking the top score and then getting another 2,670,000 then this can't really be called 12,670,000 because this cannot be displayed. If you did make a mistake with the score then please make me the no.1 slot in the legendary high score table.

*Asla Walker, Chesterfield, Derby.*

**YOB: What a flippin' div. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...**

## MORE SILLINESS

Dear YOB,

I'd just like to give a subtle telling off to all those "My Amiga is better than your ZX81 any day" people who insist on slagging off their nearest rival (ie ST and Amigas, C64s and Spectrums, ZX81's and Acorn Atoms, etc). Don't bother lads! There's one computer that really finishes you lot off (and it's not the Ukshi 4,000,000 bit 75,000,000 megabytes computer either). It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Menzies display model! And don't laugh at me either. Within two years I'd bought a Spectrum and frankly, I don't know why I bothered. Most games (I only had about ten) on the Dragon were played for hours on end, yet on the damn Speccy (and more recently my uncle's ST) I spend more time loading in the game (from over a hundred) than playing it. Come on you lot! Graphics and sound don't count for everything you know.

Besides, the trouble that Spectrum caused me is NOT worth talking about. The Dragon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a paltry year it had to be repaired.

To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all these wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day!

*Nicholas Peers, Powys.*

**YOB: I can't really think of anything to say, as it would be like kicking a poor defenceless blind cripple while he's down.**

## PLACCY PAGES

Dear YOB,

The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my mag. So please please make your section waterproof. Also I think C+VG is cool.

*Kieran Ginty, BFPO 140*

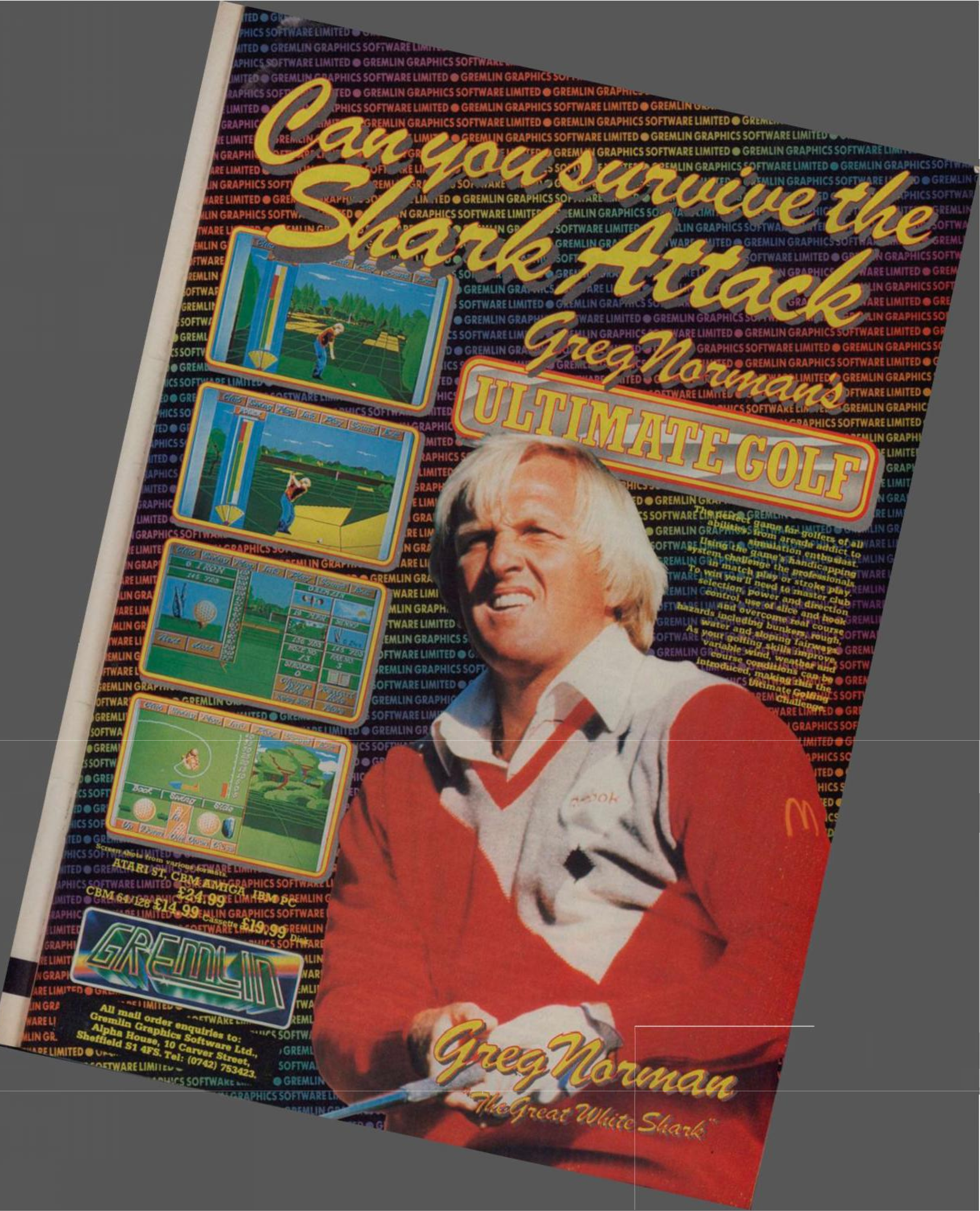
**YOB: My section is bogey proof, shock proof, smudge proof, and your finger doesn't go through when you wipe your bot on it. What more do you want?**

## INTERESTING

Dear YOB,

The other day I found a sweaty sock behind the fridge. I discovered it was soaking wet and, after some clever thinking, remembered that's where I'd been keeping my ice block collection.

I then deduced, it wasn't a brilliant idea to leave a stick of lighted dynamite in my brother's school bag. Even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though he'd deliberately killed my pet woodlouse. I poisoned his tortoise instead. By the way, I got 1,345,000 on Out Run while blindfolded and hopping on one leg. Is this a record? Also I have a tip for your tips section. If you get totally p****d off with your computer games just pour petrol on them and set them alight! Plus an added bonus. It works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a tasty filling would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (excluding the price of the CD Rom). Also, if I spread strawberry jam on all my Sega games (preferably Robinsons) can I play them on my PC Engine?

*The Bogey, Herts.*

**YOB: What a crazy loony - a couple of luncheon vouchers short of a good time and no mistake.**

## YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat,

Yo-Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full (like Yoda's). Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We used to copy Aquarius software for seven people around the world until my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a fishfinger.

*We think you will be excited* to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original, eh?) and its sales should make us into millionaires (according to David Darling). Richard Darling may look like a total donkey, but after he had seen our game he was quoted as saying "WOW! AMAZING! What a brilliant game! The programmers must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (three) !" We think he liked it...

Perhaps we could take this opportunity to thank you for the splendid hologram you saw fit to attach to the front of October's issue. However, Yoda and I think we will need 193 more to cover our Christmas turkey this year (either that or an extremely small turkey). Perhaps you could attach a packet of Paxo to next month's issue...?

So, once again we'll sign off with a stinking stonking spanking bonking "Goodbye"!

*Darth Vader & Yoda of TAC (The Aquarius Club)*

**YOB: What cer-azee loons, and we're not talking giant bottom-flapping purple trousers that our mums and dads used to go to Woodstock in. Write again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining.**

## NINJA SPOTTING

Dear Yob,

Come, come Grasshopper is what you said in the October issue answering a letter from Paul Halifax. When you say Grasshopper, associating it with martial arts would make you think of China, but Ninjutsu comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjutsu is called Yaijutsu and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bojutsu in which a ninja trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game Shinobi, when you do ninja magic you are supposed to be doing kugi kiri which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his strength on the meaning of the sign. There are five signs: earth, wind, fire, water and void. With combinations of these signs the ninja puts himself in different mental modes.

I thought I would also mention that female ninjas are called Kanoichi and use their charm and small frames to their full capabilities.

*Alex Walker the Koja Ninja*

**Oh dear. We've now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the sprite onscreen is doing ninjutsu, karate or chop suey? It's just a game, after all. The subject of kung-fu ninja karate mateys is now well and truly closed.**

## I'VE GOT A GAME

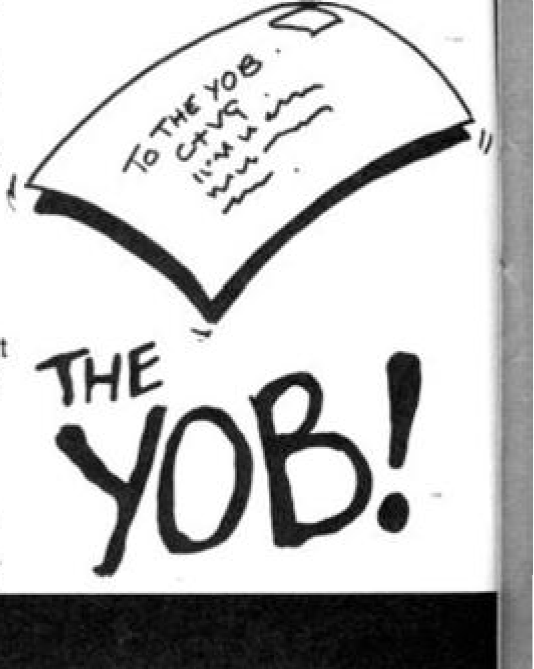
Dear YOB,

I've just finished writing a computer game on the C64, and I wonder if there's a company who wants to distribute it. It's got a one or two-player mode, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of superb action and strategy. I hope you can find a good company who are willing to pay a fair price for it.

By the way, we're also working on two other games at the moment. Can you help us please.

*Marco Van Steen, Prinsenbeek, Holland.*

**YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.**



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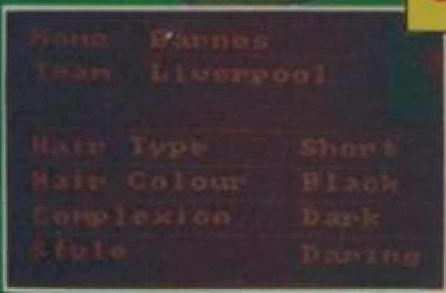
## GAZZA'S SUPER SOCCER – SIMPLY SENSATIONAL



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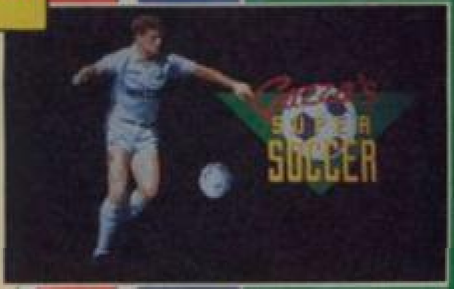

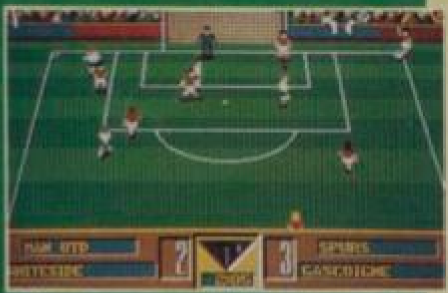

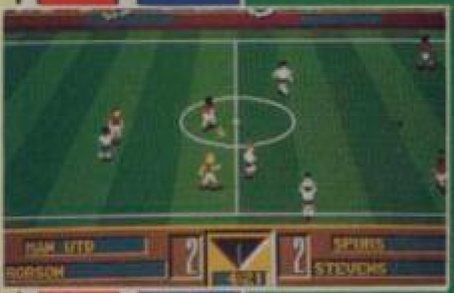

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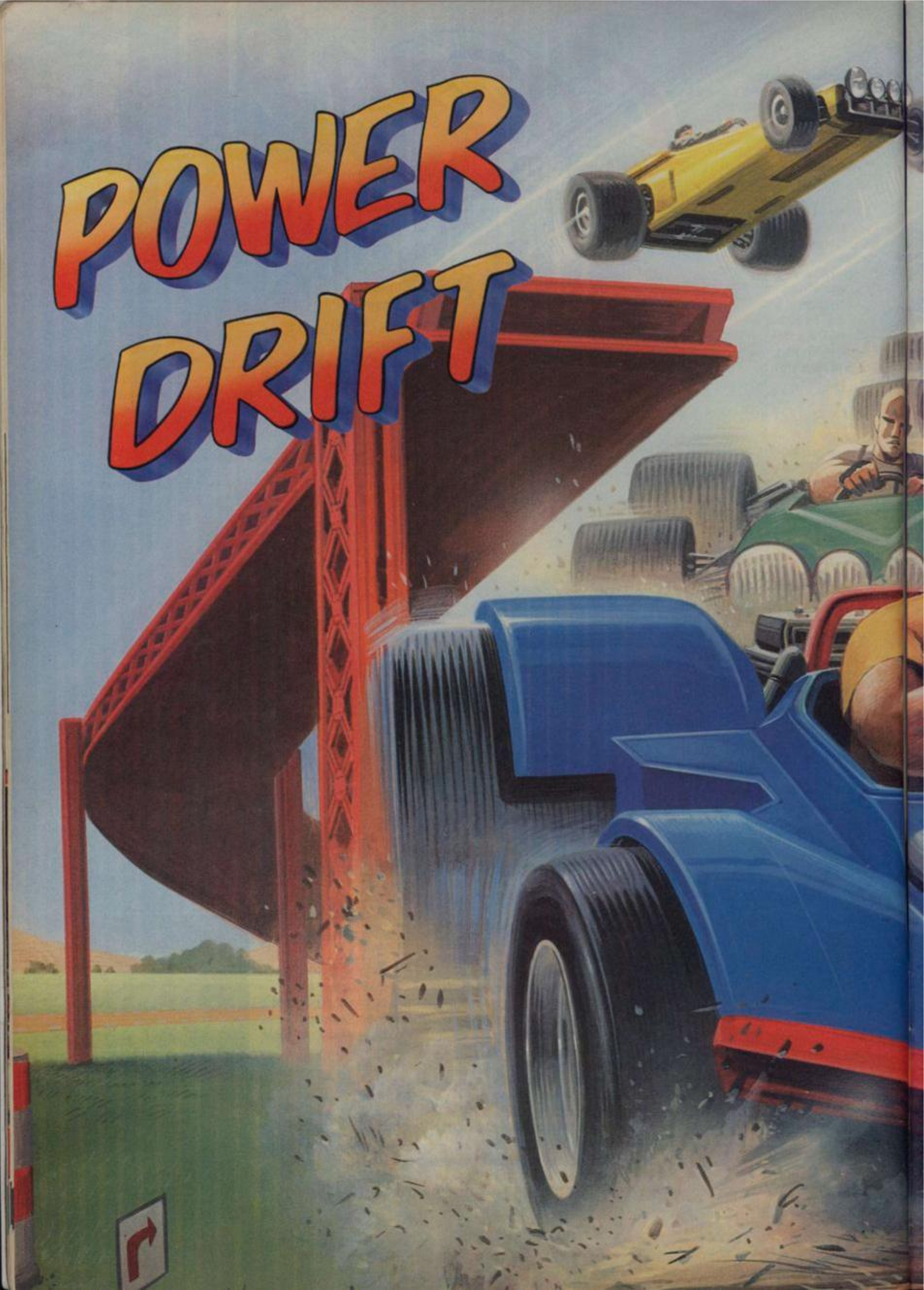
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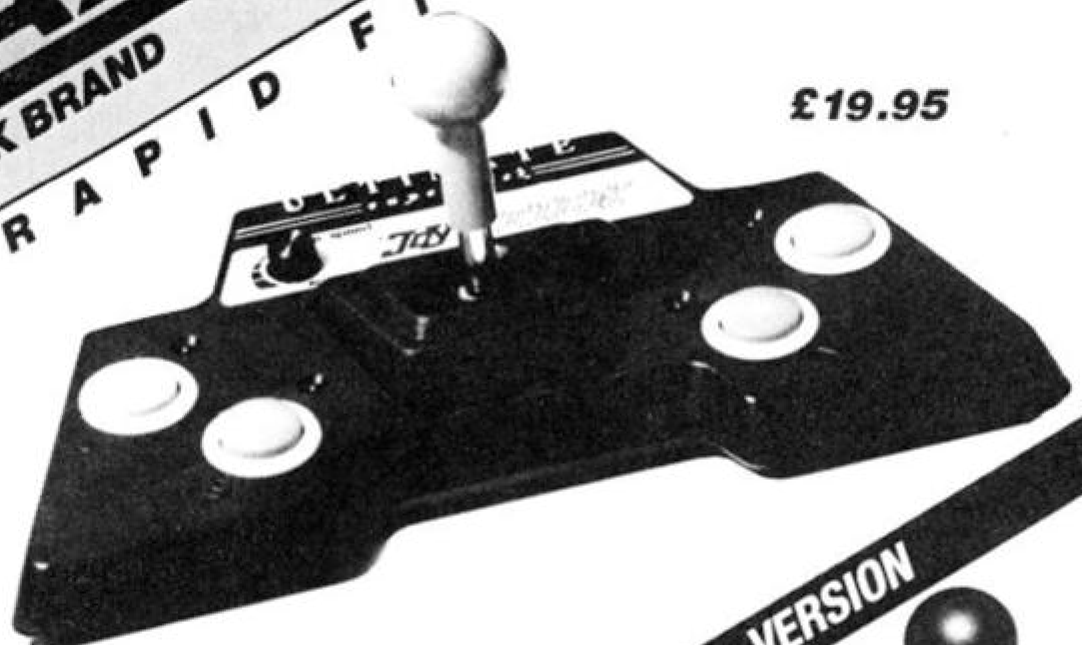

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| Project Stealth Fighter (Microprose) | 9.45 | 6.45 |
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| 19 (Cascade) | 9.45 | — |
| Dragons Of Flame (Ocean) | 9.45 | 6.45 |
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| Action Fighter (Firebird) | 9.45 | 6.45 |
| Gemini Wing (Virgin) | 9.45 | 6.45 |
| Robocop (Ocean) | 9.45 | 6.45 |
| Vigilante (US Gold) | 9.45 | 6.45 |
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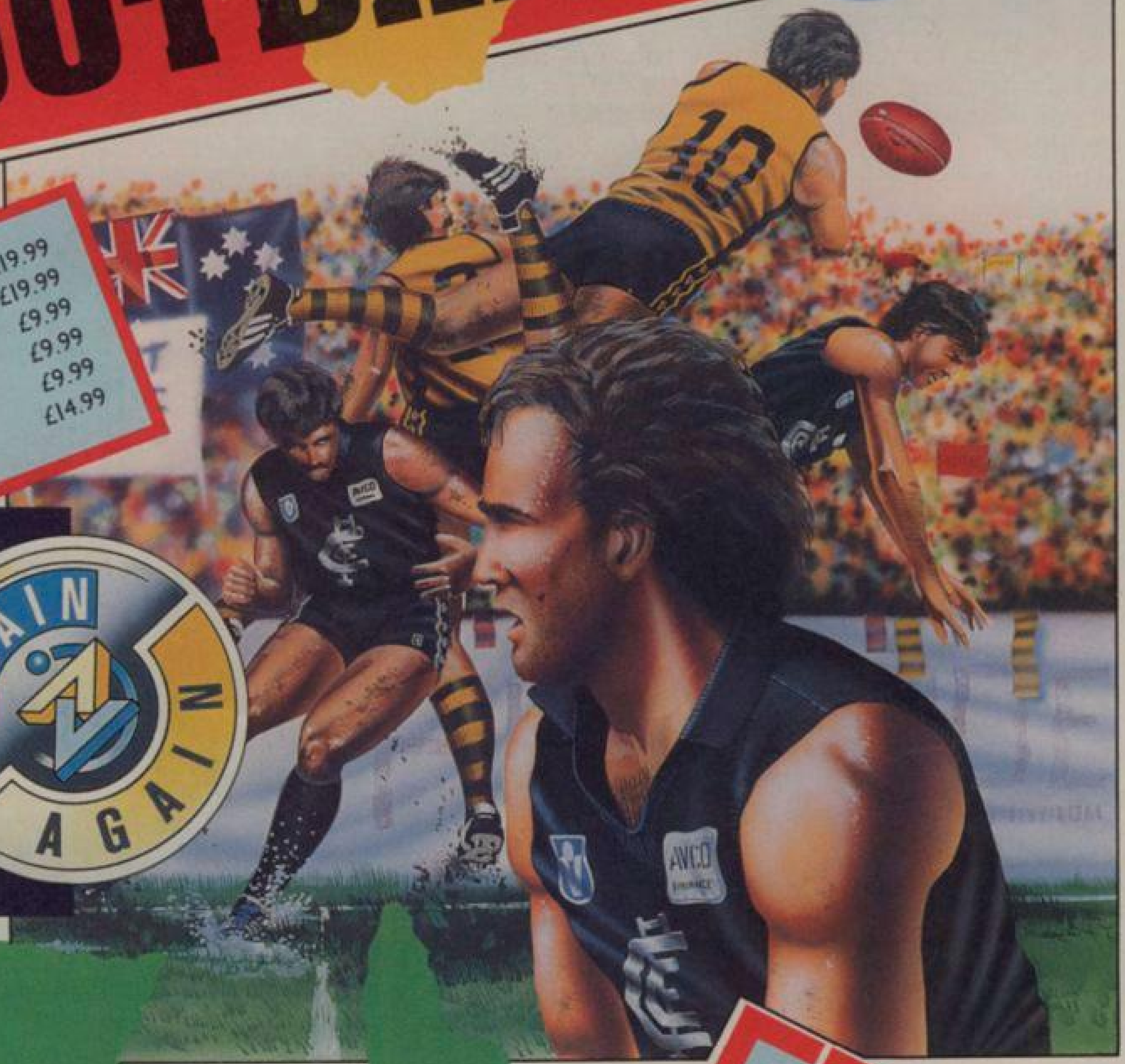

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## SPECTRUM

### ALTERED BEAST

To load any level, plus the end of game screen, simply press down on the whole of the keyboard while the game is in play. That tip from Steve Haw of Warley in the West Midlands.

### FORGOTTEN WORLDS

Also from Steve Haw is this Multiface poke for US Gold's fab arcade conversion. To get rid of the enemies enter 30271,0. This poke also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon but doesn't wish to come onto the screen.

### NAVY MOVES

If, like us, you find that level one is way too hard and want to play the infinitely superior arcade adventure on load two, use the code 63723 when prompted to do so.

### NEW ZEALAND STORY

Typing FLUFFY on the title screen gives you infinite lives and, if you press ENTER while playing, you jump to the next level. Also, type PHILLIP on the title screen for mega-firepower.

### NINJA MASSACRE

Steve Haw has come up trumps again with three level codes for Zeppelin's budget beat 'em up-cum-platform game.

**Level 05: SNOW**
**Level 10: EASY**
**Level 15: RACK**
**Level 20: BLUE**
**Level 25: STAG**
**Level 30: HULL**
**Level 35: BEER**
**Level 40: BARD**

## C64

### BLOODWYCH

**Chris Tweddle has compiled a useful guide to this pretender to Dungeon Master's throne, which should work on the 16 bit versions as well as the 64.**

- Talk to a monster; ask it if it has anything to sell, and buy whatever it offers. Do the same again and this time buy its food for one gold piece. Do this until you have sufficient food supplies.
- Sell surplus armour, weapons, etc, so that you have enough cash with which to buy food and spells.
- Buy VITALIZE spells for each person, as they diminish the sleeping time required after combat.
- Buy a COMPASS spell as you need to know where you are going!
- Note down the prices shown on the two tapestries which you come across. The armament prices are what you should offer for anything which you buy from a monster, prior to purchasing food. Offering less is generally a waste of time.
- You will find a door with a tapestry opposite which reads "THE KEY OF HYE IS WHAT I'M DYE". This door leads to the towers.
- The key to said door is the CHROMATIC KEY, which is found in a room in the Crypt, situated through a door on the other side of The Maze.
- Once you find The Maze, use the compass spell, as there is a position where you are spun around, so remember before each step to check your bearing. Also, plan your route as it is easy to get trapped by the occupants of The Maze - an accurate map and a wary eye are required.
- Once you find a flight of stairs leading down with a tapestry which reads "WELCOME BACK", use your compass spell at the bottom of the stairs, as there is a point at which you revolve through 180 degrees.
- In the Crypt, find the Chromatic key in a room with a guard. Dragons or spiders make terrible conversationalists! Strike first and ensure you have an escape route.
- Check all shelves! They may hold important keys - also, look for armour left lying on the floor.
- Battle Gloves are worn whilst carrying a weapon - they aren't a weapon in themselves but they do reduce your armour rating.

## SEGA

### ALTERED BEAST

When the title screen appears, push up and right on the joypad and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are graced with five.

### RAMBO III

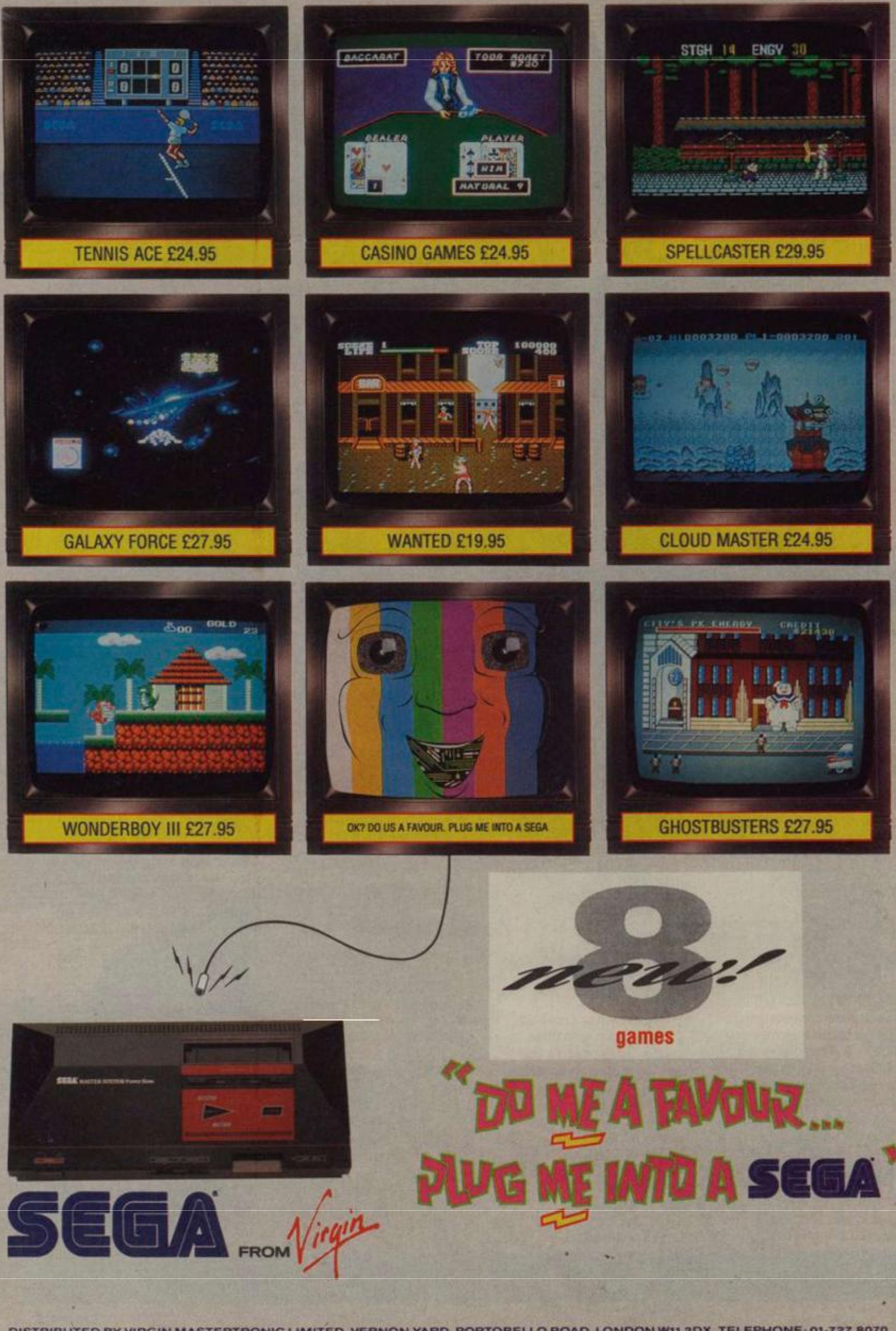
If you have one, plug your rapid fire unit into the system and, when your machine gun bullets are all used up, the firing will remain the same!

### OUT RUN 3D

Pressing the pause button twice sends you into the sound test.

### MY HERO

Jump over the Knife and Bomb Throwers and punch them in the back to gain an extra life.



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## GHOST HOUSE

Keep jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.

## SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or rounds.

## VIGILANTE

On the title screen, push up and left and hold down either of the fire buttons and SELECT STAGE will appear. Pick your starting level by moving up or down.

# AMIGA

## KING OF CHICAGO

**C+VG caters for gamers of all ages! And just to prove it, here's a potted solution to Cinemaware's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.**

- Kill the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
- Recruit five more men to your gang. If money is tight, decrease either your own or Lola's wages.
- Go for the West Side, heeding Ben's advice and supporting politician Burke.
- Recruit another five men to the gang.
- Go for the East Side, heeding Ben's advice and supporting Burke for City Hall. You now how the North, East and West Sides and a friend in City Hall.
- If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
- Attack the South Side with a bomb. Be accurate, as you have only one opportunity. Enter the house and kill Gino.
- Kill the boss of the South Side - you are now the King Of Chicago!

## SHADOW OF THE BEAST

Finding Psygnosis' latest masterpiece a tad too tricky? Ronnie Farrington who hails from the Wirral has the perfect answer to your problems. Insert disk one and when Beast title appears, press the left mouse button and joystick button together and keep them depressed until asked to insert disk two. You are now the proud recipient of unlimited lives.

## NEW ZEALAND STORY

To follow on from our guide to warp zones throughout Tiki's search for his chirpy chums, here's another, this time from G Ingham of Warks. On level 2.4, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warp will appear which, when entered, takes you to the beginning of level 3.1!

## SIM CITY

Citizens less than willing to agree to higher taxes? Follow these simple guidelines from Massimo Bartalena of Italy and watch that dosh roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the budget level to zero %. Play in the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum (20%). Return to the Editor.

When the Budget window pops up in January, reset the tax rate to 0%. This way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

# ST

## STARQUAKE

This one's getting on a bit, but it's still one of the most playable flip-screen arcade collect 'em ups on the ST. If, however, you're finding yourself stuck as far as finding passwords are concerned, here's some from Iain Au-Yong of Leicester.

HINDI
LUANG
SOLUN
FLIED
BORNO
ROKEA
SOCHI
TABET
TSOIN
CHING
CWORE
KWANG
DAVRO
KALED

## OUT RUN

While driving along the freeway, type in RED BARCHETTA. Pressing T results in extra time while S sends you to the next stage. Thanks for that advice, Sermad Buni of Brighton.

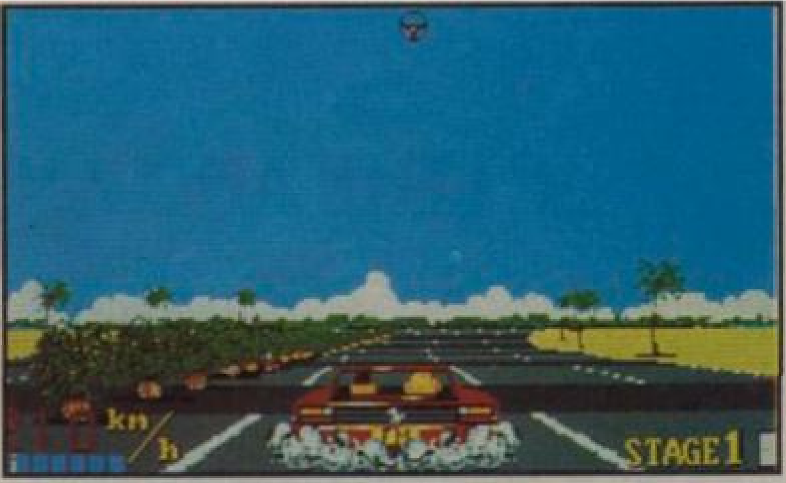
## QUADRALIEN

Although we didn't jump through hoops when this one came out, some people obviously thought it good enough to purchase. One of those bods is Iain Au-Yong who has sent in these codewords for the levels.

| | |
|---|---|
| **Level Two:** | **170961** |
| **Level Three:** | **010655** |
| **Level Four:** | **610169** |

## PACMANIA

After your two credits have been used, wait. When the level selection appears, don't press anything. If you hang on for a while a Continue countdown appears. Press fire to continue from where you left off with another two credits.



SCORE
0
TIME
75
L
H
SPEED
0km/h
START

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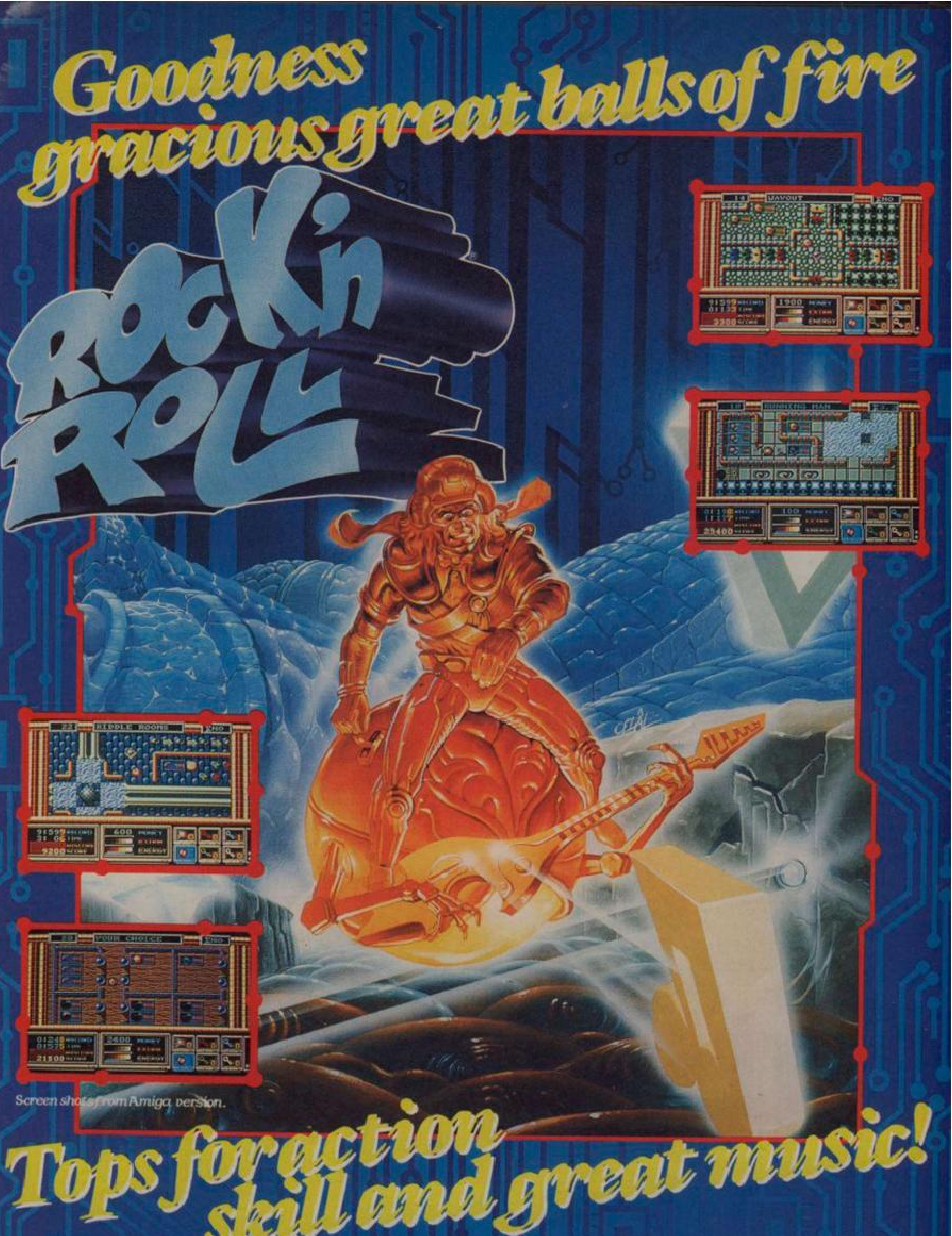
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## BATMAN - THE MOVIE

**To complement this month's amazing Batmaps of Levels 1 and 5, here is a lowdown on how to get the best from the Batman, kindly donated by Viki Vale lookalike Chi Fai Wai of Dublin, Eire.**

### SECTIONS 1 AND 5

- Shoot the baddies as soon as they appear on either side of the screen.
- To pass huge gaps and spikes, stand in a position where you can shoot and hook your rope diagonally. Swing past gap/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a baddie when swinging.
- To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is, it's safe to swing.
- Killing Jack Napier is a cinch. Just throw a batarang at him while avoiding the bombs he throws at you.
- Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, walk on until you see the Joker. Attempt to shoot him - you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a laugh!

### SECTION 2

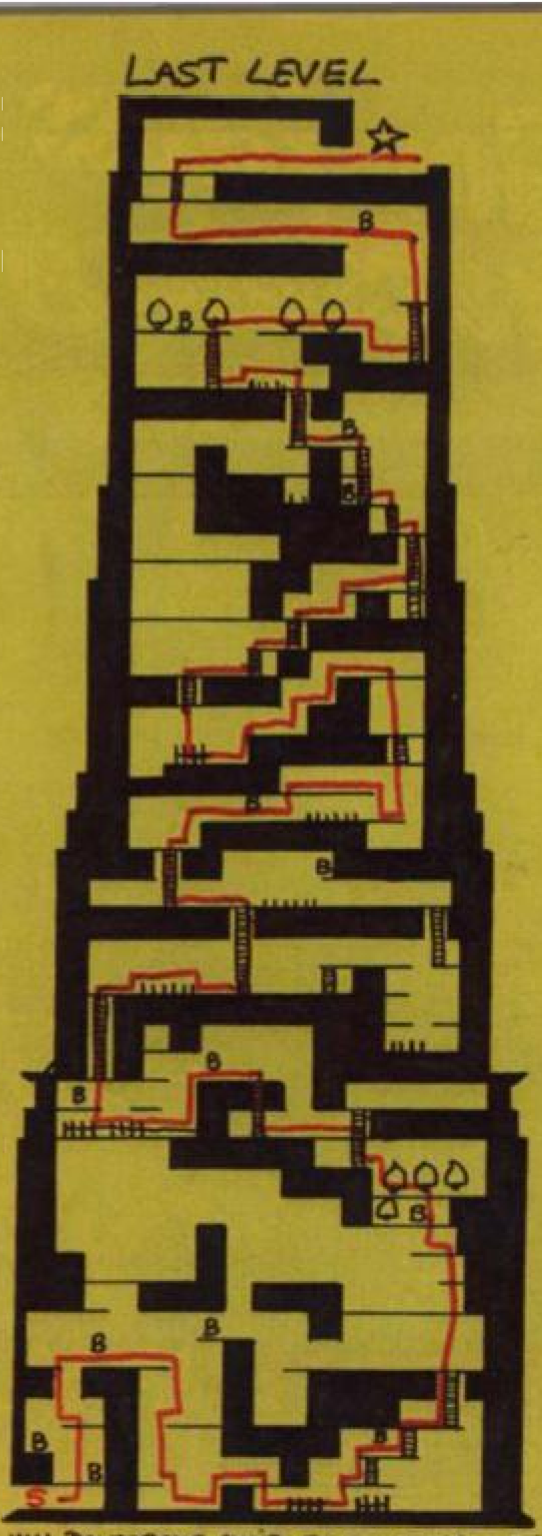
- If there is a chance, stay at the side of the road.
- Look at the arrow indicator and, at the same time, keep an eye on the Batmobile, dodging any oncoming cars.
- As soon as the indicator points up, press fire to hook batrope to lamp post.

### SECTION 3

- Try as fast as you can to sort out the elements. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got

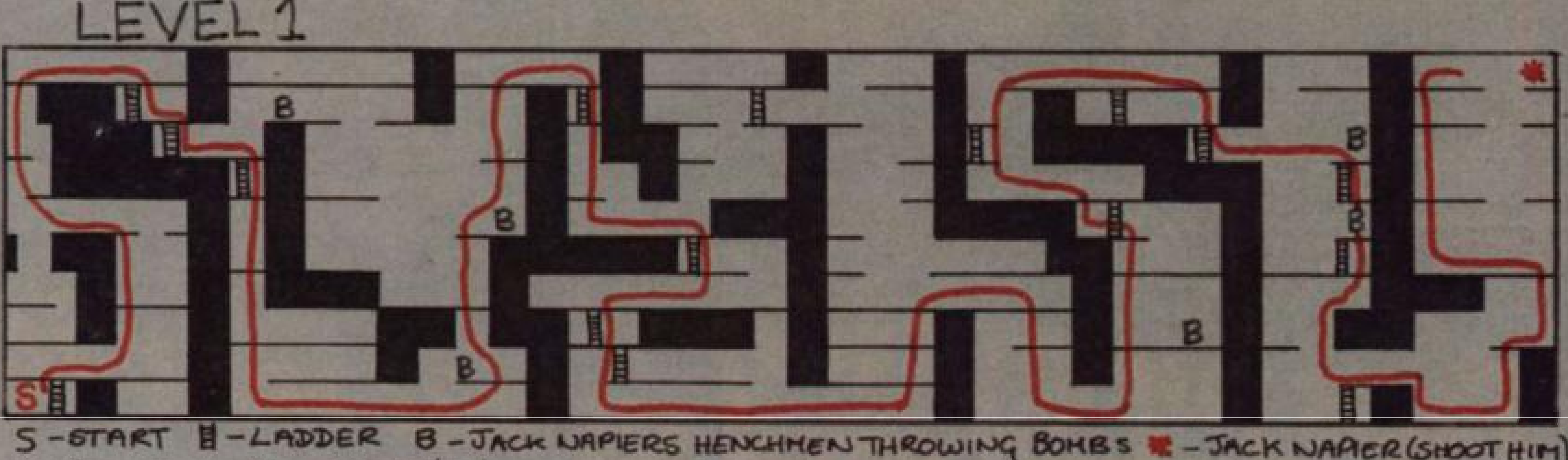
### SECTION 4

- Stay a third of the screen from the right.
- Cut ropes as soon as you see them.
- Don't try to cut ropes when the balloons are being lowered. Wait until they to rise again.



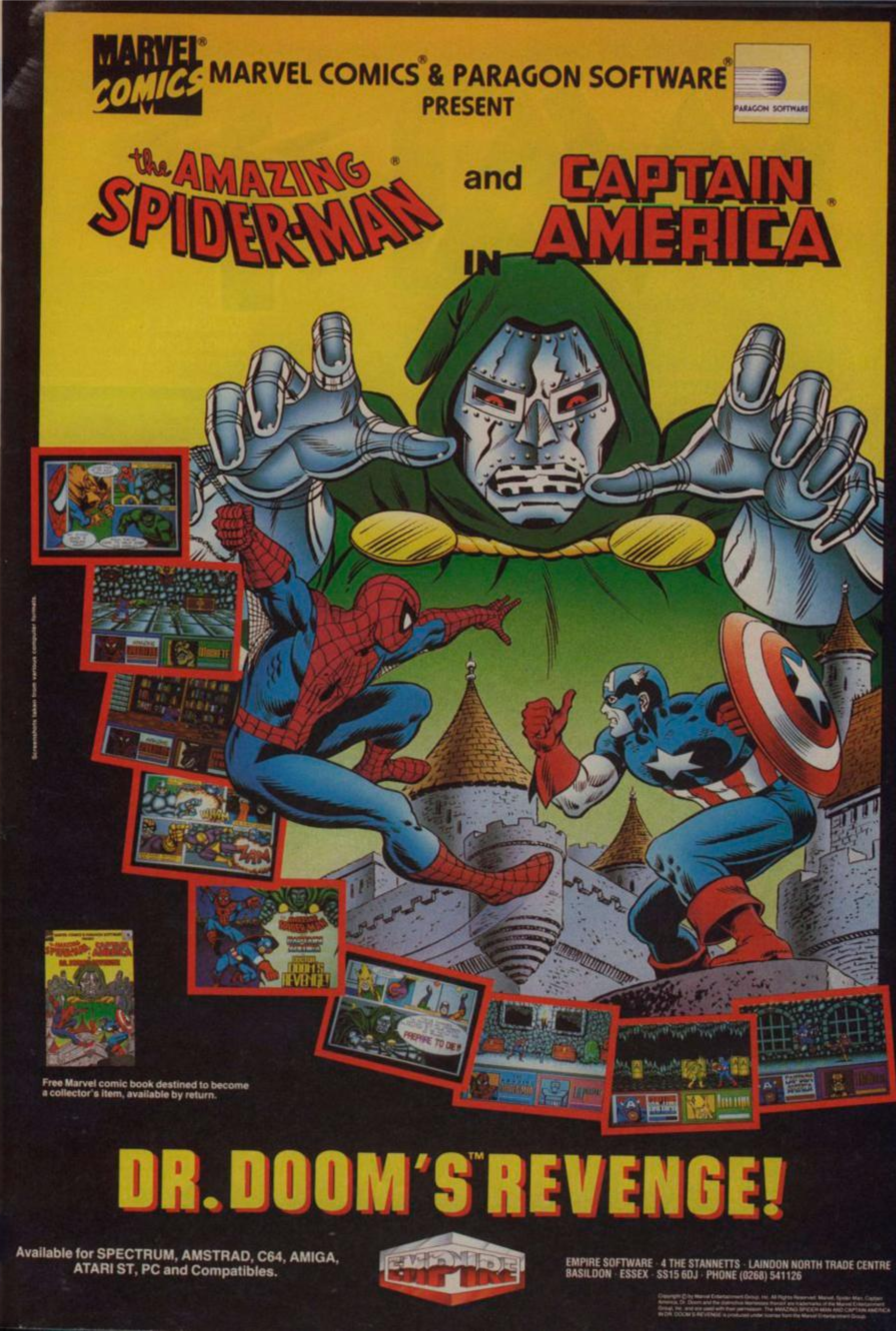
ШШ DANGEROUS, AVOID BY SWINGING OVER THEM.

☆ - AT THIS POINT YOU NEED TO KILL JOKER BY HITTING HIM WITH YOUR ROPE OR ELSE HE'LL ESCAPE



S - START Ħ - LADDER B - JACK NAPIERS HENCHMEN THROWING BOMBS ✱ - JACK NAPIER (SHOOT HIM)

NB. Rope cannot be extended more than 2 levels



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# WARP

**AVAILABLE ON:**
**AMIGA £24.99**
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**WARP**

Destroy the energy stations in this action filled shoot-em-up. At the end of each completed level you must guide your craft through the warp tunnel, a 3D flight sequence, to reach the next, higher level. You will need strength, planning and strategy in order to find the maps, energy dumps as well as a host of other features.

Fantastic sound and original animation sequences.

ATARI ST

AMIGA

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## ST

## XENON II

**A lot of peeps out there have been toiling night and day to complete this mega-blaster (sorry, bad pun I know). Players guides have been storming the office, the most impressive of which were sent in by Dan Wilson of Bucks and Danish dude Tommy Therkildsen. Take it away, lads!**

### WHAT AND WHEN TO BUY

**LEVEL ONE**: 1st shop buy Health, Super Nashwan. 2nd shop sell Rear Shot, buy Double Shot, Side Shot.
**LEVEL TWO**: 1st shop buy Side Shot. 2nd shop sell Side Shot.
**LEVEL THREE**; 1st shop buy Health, Rear Shot. 2nd shop sell all Rear Shot, buy Side Shot, Laser, Power-Up.
**LEVEL FOUR**: 1st shop sell Rear Shot, sell Side Shot.
**N.B.** Try to stick with your best weapon, and end up with 2xCannons, 2xLasers and either Side Shot or Rear Shot.

**REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER CASH WITH YOU.**

### WHAT YOU'RE UP AGAINST

**SEAWORMS**: Annoying, die easily. Drain Energy when touched.
**EYES**: Found on Level Two. Very fast - collision is almost inevitable. Usually appear in large groups.
**SLUGS**: Found on Level Three, in the 'Maze'. Try to shoot them before they fire ricochet shots.
**EELS**: Found on Level Three. Enter the screen regularly, usually from the bottom.
**WALL SNAKES**: Found on Level Three. Difficult to spot at times. Go below them in order to kill.
**DINOSAUR HEADS**: Found on Level Four. Similar to Wall Snakes except they don't pop out.

**FIRE**: Found on Level Four. Similar to Wall Snakes.

### HALFWAY AND END MONSTERS

**SNAIL**: Shoot at eye. Avoid Mines.
**ALIEN**: Shoot at eyes at either side of top. Scroll backwards and shoot centre eye. Avoid snakes.
**SPIDER**: Destroy as much web as possible. Fly down to face spider and fire continuously. Avoid fireballs.
**CRAYFISH**: Travels in a figure of eight. Stay below and fire into its face. Avoid claws.
**SNAKE**: Attacks from left of screen. Circle round, shooting head as it goes in and out of alternate sides.
**DRAGON**: Shoot the side heads first, then tail, then main head.
**HEAD**: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.
TANK: Use heat-seeking missiles.
**GRAND SPACESHIP**: Shoot all cannons until totally destroyed.

| ITEM | COST | COMMENTS |
|---|---|---|
| ADVICE | 200 | ONLY USEFUL AFTER LEVEL ONE |
| SPEEDUP | 500 | ESSENTIAL TO SURVIVAL |
| HALF HEALTH | 500 | RESTORES HALF YOUR ENERGY |
| AUTOFIRE | 500 | ESSENTIAL IF JOYSTICK HASN'T ONE |
| NASHWAN | 600 | 10 SECONDS OF SHEER HEAVEN |
| FULL HEALTH | 1000 | RESTORES ALL ENERGY |
| REAR SHOT | 1000 | VERY EFFECTIVE ON LATER LEVELS |
| SMALL MINE | 1000 | USELESS |
| SIDESHOT | 1000 | CANNOT BE USED WITH REAR SHOT |
| ELECTROBALL | 1200 | TOO SENSITIVE TO CONTROL |
| POWER-UP | 2000 | DOUBLES SIZE OF BULLETS |
| LARGE MINE | 3000 | USELESS |
| DOUBLE SHOT | 3000 | RECOMMENDED ON LATER LEVELS |
| CANNON | 4000 | EFFECTIVE WHEN USING TWO |
| DIVE | 4000 | WASTE OF MONEY, BUT FUN |
| MISSILES | 4000 | WEAK TO START WITH |
| LASER | 4000 | AWESOME WHEN TWO OR MORE USED |
| DRONE | 4500 | TOO SLOW TO BE EFFECTIVE |
| FLAMER | 5000 | EXTREMELY LIMITED RANGE |
| BOMB | 5500 | LIMITED RANGE BUT VERY POWERFUL |
| EXTRA LIFE | 6000 | SPEAKS FOR ITSELF |
| HOMERS | 6000 | FOUR SLOW BUT POWERFUL MISSILES |
| PROTECTION | 6000 | DOESN'T DO MUCH |
| BITMAP SHADES | 6000 | DARKENS SCREEN-UTTERLY USELESS |

# LET'S GO TOOBIN'™

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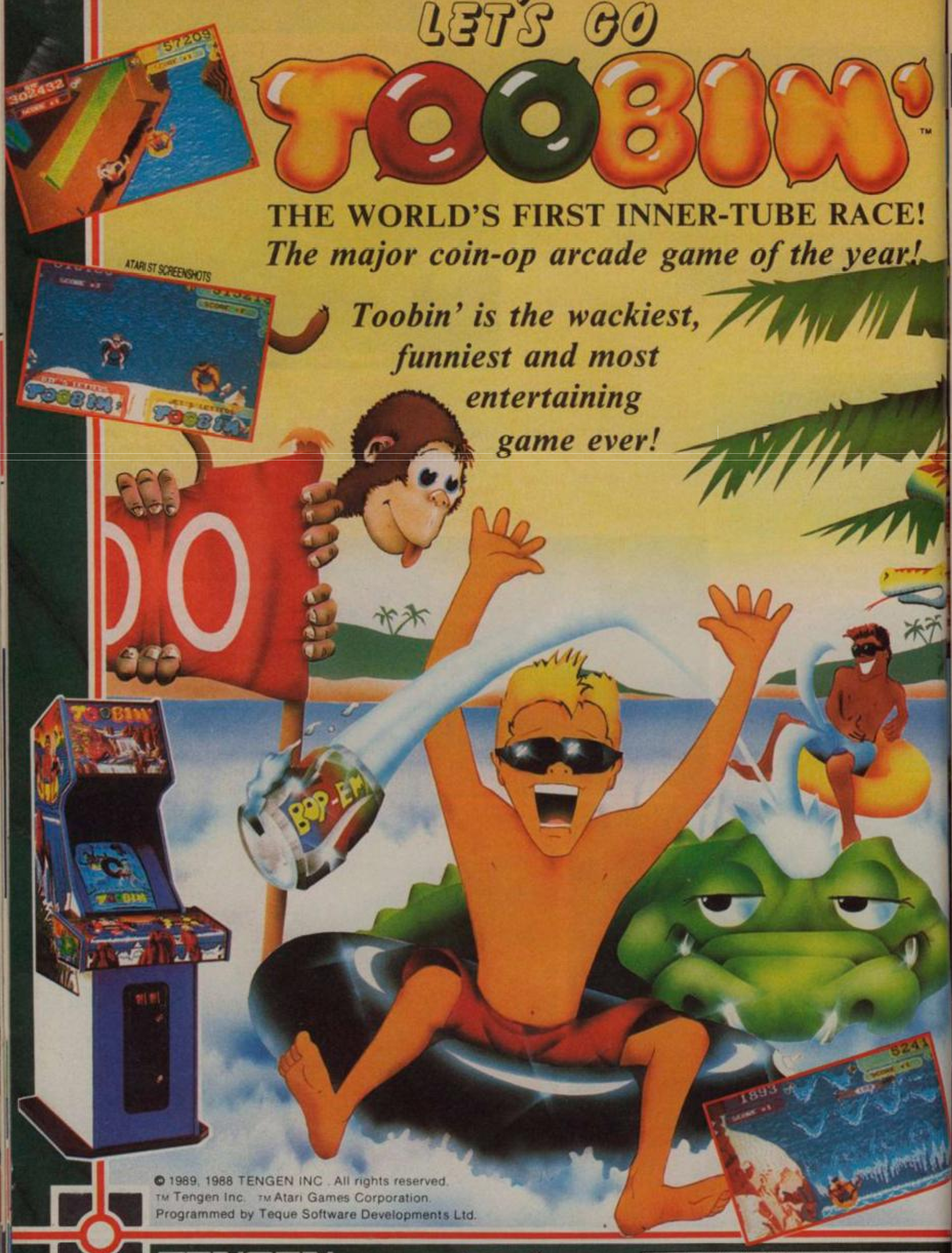
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# HIGH SCORES

**Here's the place to be if you're a highscoring hero - the Official UK Highscore Tables. If you're a record breaker, send in your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your scores are record breakers, and are verified by our panel of highscore experts (who know exactly which scores are true and false), you could well see your name up in lights.**

## SEGA ● ● ●

**ACTION FIGHTER**
8,763,400 Jay Brown, Banbury, Oxfordshire

**AFTERBURNER**
17,404,100 Kenneth Rorie, Craigshill, Livingston

**ALEX KIDD (LOST STARS)**
1,294,500 Dennis Watts, London

**ALTERED BEAST**
508,200 Alan Peplow, Hednesford, Staffs

**ASTRO WARRIOR**
1,270,200 Daniel Greetham, Tamworth, Staffs

**AZTEC ADVENTURE**
256,400 Peter Ramdine, Stafford

**BANK PANIC**
938,800 Tony Holdford, Colchester

**BLACK BELT**
1,197,700 Darren Louch, Bromsgrove, Worcs

**BOMBER RAID**
802,700 Jason Mara, London

**CALIFORNIA GAMES**
HALFPIPE: 29,500 Alan McPherson, Giffnock, Glasgow
FOOTBAG: 59,990 Lee Brown, London
SURFING: 8.8 Alan McPherson, Giffnock, Glasgow
SKATING: 4160 Alan McPherson, Giffnock, Glasgow
BMX: 114,800 Alan McPherson, Giffnock, Glasgow
FLYING DISK 1500: James Wheddon, Southampton

**CHOPLIFTER**
1,400,000 Kenneth Rorie, Craigshill, Livingston

**DOUBLE DRAGON**
511,980 Ben Malik, S Woodford, London

**FANTASY ZONE**
72,865,100 Peter Ramdine, Stafford

**FANTASY ZONE II**
9,541,980 Jon Evans, Walsall

**GANGSTER TOWN**
528,150 Conrad Hadnett, Havant, Hants

**GLOBAL DEFENCE**
541,160 Anthony Hoult, Walsall

**GHOST HOUSE**
1,175,650 James Denham, London

**HANG-ON**
8,553,264 Euan Matheson, Rosshire

**KENSEIDEN**
226,100 Martin Hudd, Stroud, Gloucestershire

**MY HERO**
11,773,030 Sean Hanna, Newry, Co Down

**OUT RUN**
53,730,420 Allan Black, Desborough, N Hants

**POWER STRIKE**
65,242,300 Paul Stokes, Aberdare

**QUARTET**
3,170,810 Gareth Willis, Bristol

**RAMBO III**
86,050 Neil Kelly, Isleworth, Middlesex

**RAMPAGE**
851,600 David Barden, Norwich

**RASTAN**
1,330,400 Ben Addison, St Austell

**RESCUE MISSION**
571,400 Paul Stokes, Aberdare, Wales

**R-TYPE**
4,308,500 John Bristow, Erith, Kent

**SAFARI HUNT**
5,284,000 Martin Jarvis, Stourbridge

**SECRET COMMAND**
3,285,400 Paul Stokes, Aberdare, Wales

**SHINOBI**
1,099,050 Andrew Mowbray, Asfordby, Leics

**SPACE HARRIER**
30,010,880 Alan Peplow, Hednesford, Staffs

**SPACE HARRIER 3D**
12,035,670 Allan Black, Desborough

**THUNDERBLADE**
2,608,000 David Henderson, Peterlee, Durham

**VIGILANTE**
154,200 Philip Paxton, Southport, Merseyside

**WONDERBOY (MONSTER-LAND)**
10,509,990 William Wong, Nr Stockport, Cheshire

**WORLD SOCCER**
23-0 Steven Gemmel, Harefield, Middlesex

**ZILLION II**
984,200 Conrad Hadnett, Havant, Hants

## MEGADRIVE

**ALTERED BEAST**
2,209,900 Joel Cullen, Hants

**GHOULS AND GHOSTS**
115,200 Lee Quelch, Essex

**SPACE HARRIER II**
24,260,200 Wai Yin Man, Brighton, E Sussex

**THUNDERFORCE**
1,373,400 Julian Rignall, C+VG

## NINTENDO ● ●

**BALLOON FIGHT**
431,050 Sherif Salama, Egypt

**CASTLEVANIA**
999,999 Lee Watkins, Bristol

**DUCK HUNT**
1,058,500 Aaron Pearson, Forth

**GOLF**
71 Damien Moriarty, Queensland, Australia

**ICE CLIMBER**
671,350 Paul Stokes, Aberdare

**KUNG-FU**
854,300 Paul Stokes, Aberdare

**GHOSTS AND GOBLINS**
105,700 Iain Bowden, Bearsden, Glasgow

**GRADIUS**
12,670,000 Julian Rignall, C+VG

**OPERATION WOLF**
983,029 Roy Gay, Brixton, London

**PRO-AM RACING**
305,692 M C Warlock, Plymouth

**RUSH 'N' ATTACK**
969,800 Iain Bowden, Bearsden, Glasgow

**SUPER MARIO BROS**
9,999,990 David Hillhouse, Workington

**TOP GUN**
175,000 M C Warlock, Plymouth

## GAMEBOY ● ●

**SUPER MARIOLAND**
326,880 Julian Rignall, C+VG

**TETRIS**
196,982 Julian Rignall, C+VG

## PC ENGINE ● ●

**ALIEN CRUSH**
110,301,300 Steve Creasey, Dorking, Surrey

**CHAN AND CHAN**
1,519,500 William Wong, Nr Stockport, Cheshire

**DEEP BLUE**
201,930 Steve Creasey, Dorking, Surrey

**DRUNKEN MASTER**
999,999 Bryan Servante, Stevenage

**DRAGON SPIRIT**
567,900 Andrew Lee, Southend on Sea

**FANTASY ZONE**
2,408,700 Julian Rignall, C+VG

**GALAGA 88**
1,436,480 Bryan Servante, Stevenage

**GUNHED**
3,985,400 Julian Rignall, C+VG

**NINJA WARRIORS**
114,210 Steve Creasey, Dorking, Surrey

**P-47**
1,118,300 Steve Creasey, Dorking, Surrey

**R-TYPE**
973,300 Onn Lee, Nottingham

**PACLAND**
1,100,900 Julian Rignall, C+VG

**SIDEARMS**
517,500 William Wong, Nr Stockport, Cheshire

**SON SON II**
598,600 Andrew Sandle, Clacton-On-Sea, Essex

**SPACE HARRIER**
26,850,000 Martin Harris, Burton-on-Trent

**SUPER WONDERBOY**
165,600 Lee Mallett, Danbury, Essex

**TWIN HELI**
1,220, 800 Julian Rignall, C+VG

**VIGILANTE**
99,990 Anthony Bennett, Worksworth, Derbyshire

## C64 ● ● ●

**ARKANOID**
564,900 Graham Gurgan, Co. Down, N Ireland

**ARMALYTE**
30,475,400 Danny Gleghorn, Worksop

**BATMAN - THE MOVIE**
454,510 Mark Broadhead, South Bank, York

**BOMBUZAL**
326,060 Jack Howarth, Failsworth, Manchester

**BLASTEROIDS**
3,562,950 Graham Gurgan, Co. Down, N Ireland

**BUBBLE BOBBLE**
5,360,280 Jens Schroder, Suhlendorf, Germany

**DALEY THOMSON'S CHALLENGE**
10,670 Tony Repo, Helsinki

**DENARIS**
173,800 Niko Rissanen, Finland

**DRAGON NINJA**
89,950 Philip Steventon, Stafford

**GREAT GIANNA SISTERS**
101,010 Jukka Piira, Finland

**IK+**
588,000 Ste Markey, Liverpool

**LAST NINJA II**
999,810 Tim Pickup, Darwen, Lancs

**MICKEY MOUSE**
567,650 Daniel King, Manchester

**NEW ZEALAND STORY**
3,415,600 Luke Hetherington, Yeovil

**OPERATION WOLF**
1,000,300 B Hardcastle, Cranleigh, Surrey

**PACMANIA**
853,340 Lee Quelch, Essex

**RAMBO III**
68,450 Andrew Roberts, Walsall, W Midlands

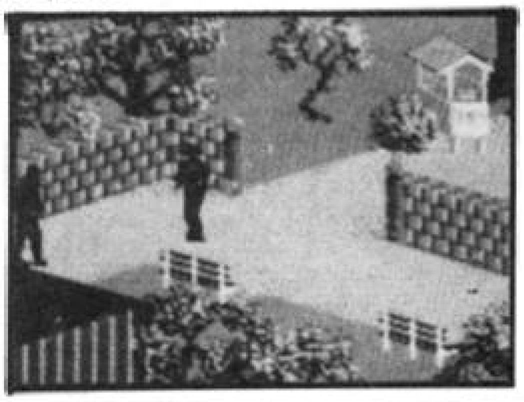
**RENEGADE III**
79,995 Jukka Piira, Finland

**R-TYPE**
678,360 Luca Ceccarelli, Tirli, Italy

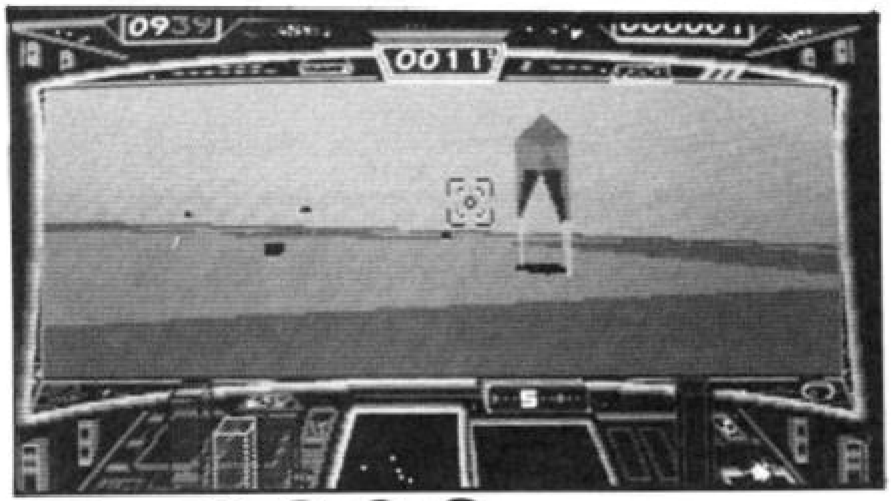
**SALAMANDER**
303,400 David Leitch, Milton, Glasgow

**SILKWORM**
1,024,600 Ste Markey, Liverpool

**THUNDERBLADE**
1,549,040 Paul Turton, Bottesford, Notts



# HIGH SCORES



## ST ● ● ● ●

**AFTERBURNER**
31,540,000 Louis Moloney, Birmingham

**ALIEN SYNDROME**
936,800 Andrew Stamp, Portsmouth, Hants

**ALTERED BEAST**
473,000 Gary Liew, London

**ARKANOID**
730,390 Julian Rignall, C+VG

**ARKANOID II**
464,390 Neil Evans, Cheltenham, Gloucestershire

**BAAL**
163,450 Stephen Simpson, Otley

**BACKLASH**
1,450,800 James Boyd, London

**BEYOND THE ICE PALACE**
59,980 Stephen Raggett, Guildford

**BLASTEROIDS**
7,473,325 Richard Halton, Horwich, Bolton

**BUBBLE BOBBLE**
6,345,720 Colin Tracey, Colchester

**BUGGY BOY**
107,340 Colin Tracey, Colchester

**DRAGON NINJA**
102,300 Neil Oberoi, Horley

**ELIMINATOR**
642,564 Horness Spencer, Redditch, Worcs

**EMPIRE STRIKES BACK**
550,166 Ian Pinder, Pudsey

**FLYING SHARK**
4,283,920 Neil Evans, Cheltenham, Gloucestershire

**FORGOTTEN WORLDS**
59,300 Timothy Hodges, Peterborough, Cambs

**IK+**
205,100 Niklas Aronsson, Sweden

**IKARI WARRIORS**
77,550 Craig Sutherland, Scone, Scotland

**INDIANA JONES ARCADE**
9,350 Richard Coward, Newthorpe, Nottingham

**LED STORM**
806,950 Richard Davis, London

**LICENCE TO KILL**
82,430 Timothy Hodges, Peterborough, Cambs

**NEW ZEALAND STORY**
409,797 Stephen Simpson, Otley, W Yorks

**OPERATION WOLF**
305,250 Aaron Kramer, Morayshire

**OUTRUN**
54,877,900 Gerallt Evans, Machynlleth, Dyfed

**PACLAND**
217,526 A Redfearn, Huddersfield, Yorkshire

**RED HEAT**
77,823 Timothy Hodges, Peterborough, Cambs

**RETURN OF THE JEDI**
126,955 Ian Pinder, Pudsey

**ROBOCOP**
401,220 Aaron Kramer, Morayshire

**R-TYPE**
523,220 Horness Spencer, Redditch, Worcs

**SIDE ARMS**
2,050,800 Stu, Melton Mowbray, Leics

**SPACE HARRIER**
6,143,100 Ben Key, Sheffield

**STARGLIDER II**
529,599 Stephen Simpson, Otley

**STAR WARS**
2,479,100 James Tarbey, Liverpool

**SUPER HANG-ON**
32,194,312 Aaron Van Praet, Victoria, Australia

**THUNDERBLADE**
618,510 Richard Davis, London

**VINDICATORS**
496,100 Stephen Simpson, Otley

**XENON**
1,755,890 Andrew Stamp, Portsmouth, Hants

## AMIGA ● ● ●

**AFTERBURNER**
12,475,430 Martin Allsop, Derby

**BARBARIAN II**
676,753 Daniel Sprangers, Gressendam, Holland

**BLOOD MONEY**
177,550 Tim Lehane, Co Cork, N Ireland

**CASTLE WARRIOR**
805,261 Lior Meiry, Israel

**DATASTORM**
667,370 Mark Schokker, Wintersburgh, Holland

**DENARIS**
315,280 Stu+Tony, Chelmsford, Essex

**DOMINATOR**
219,947 Daniel Sprangers, Gressendam, Holland

**FORGOTTEN WORLDS**
638,500 Justin Edwards, Bristol

**GUNSHIP**
39,834 Andrew Aldridge, Erlestone, Wiltshire

**HYBRIS**
2,171,775 Miguel Lima, Portugal

**INDIANA JONES ARCADE**
33,550 Casey Gallacher, Reading, Berkshire

**LED STORM**
560,838 Steven Howard, Lowestoft

**LICENCE TO KILL**
39,573 Lior Meiry, Israel

**NEW ZEALAND STORY**
256,821 Mark Blackie, Brockley, London

**OPERATION WOLF**
1,021,122 Jegi Rahi, Crayford, Kent

**PACMANIA**
21,356,620 Sou-Helen Varvatou, Athens, Greece

**PAPERBOY**
107,150 David Pocock, S Croydon, Surrey

**RICK DANGEROUS**
744,550 Casey Gallacher, Reading, Berkshire

**ROADBLASTERS**
1,912,824 Allan Black, Desborough, N Hants

**ROBOCOP**
355,810 Richard Carter, Cannock, Staffs

**SILKWORM**
2,338,800 Pedro Lima, Portugal

**SPACE HARRIER**
7,566,980 Allan Black, Desborough, N Hants

**STARGLIDER II**
385,492 Kevin Griffiths, Wolverhampton

**SUPER HANG-ON**
22,118,682 Richard Shaw, Keyworth, Notts

**SWORD OF SODAN**
447,250 Carl Bates, Woolwell, Plymouth

**TEST DRIVE**
62,470 Asim B, Gants Hill, Essex

**TEST DRIVE II**
274,370 Petri Nissi, Finland

**XENON II**
352,780 David Pocock, S Croydon, Surrey

## SPECTRUM ● ●

**AFTERBURNER**
59,555,000 John Bristow, Erith, Kent

**BATMAN - THE MOVIE**
208,920 Colin Neil, Castle Douglas, Scotland

**DOUBLE DRAGON**
843,440 John Bristow, Erith, Kent

**DRAGON NINJA**
1,102,060 M C Warlock, Plymouth

**FIREFLY**
1,643,290 Robert Preston, Warley, W Mids

**FORGOTTEN WORLDS**
626,500 John Bristow, Erith, Kent

**LAST NINJA II**
379,190 Fraser Spears, Birmingham

**NEW ZEALAND STORY**
309,150 Christopher Ayrliss, Bletchley

**OPERATION WOLF**
914,830 Martin Hills, Sittingbourne, Kent

**OUT RUN**
20,754,240 Robert Preston, Warley, W Mids

**ROBOCOP**
1,899,002 Shaun Gomm, Rickleton, Tyne and Wear

**ROLLING THUNDER**
156,620 Neil Haylett, Sunbury, Middlesex

**THUNDERBLADE**
1,944,000 John Bristow, Erith, Kent

**WEC LE MANS**
335,280 Austin Stanniland, Retford, Notts

## AMSTRAD ● ●

**AFTERBURNER**
25,310,570 Craig Nelson, Barnsley, S Yorks

**BARBARIAN II**
23,570 Neil Franklin, Swanley

**BLASTEROIDS**
106,850 Tim Goldsby, Cheltenham, Glos

**BUGGY BOY**
124,730 Stephen Kingston, Crewe, Cheshire

**CRAZY CARS**
9,975,410 Stephen Baker, Tredegar, Gwent

**CRAZY CARS II**
752,966 Morten Ludvigsen, Nesna, Norway

**DARK SIDE**
6,518,000 Stu, Melton Mowbray, Leics

**DRAGON NINJA**
221,675 Martin O'Connor, Withington, Manchester

**GRYZOR**
1,264,606 James Campbell, Welling, Kent

**OPERATION WOLF**
447,350 Paun Giunman, Harrow, Middx

**OUTRUN**
56,708,370 R McDonald, Thurnby, Leics

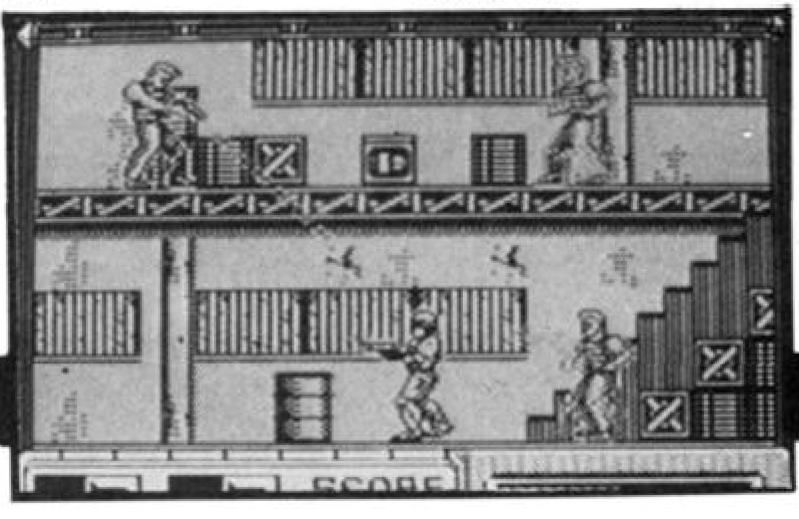
**ROBOCOP**
2,794,000 John Bristow, Erith, Kent

**SOLOMON'S KEY**
Paul Cayzer, Widnes

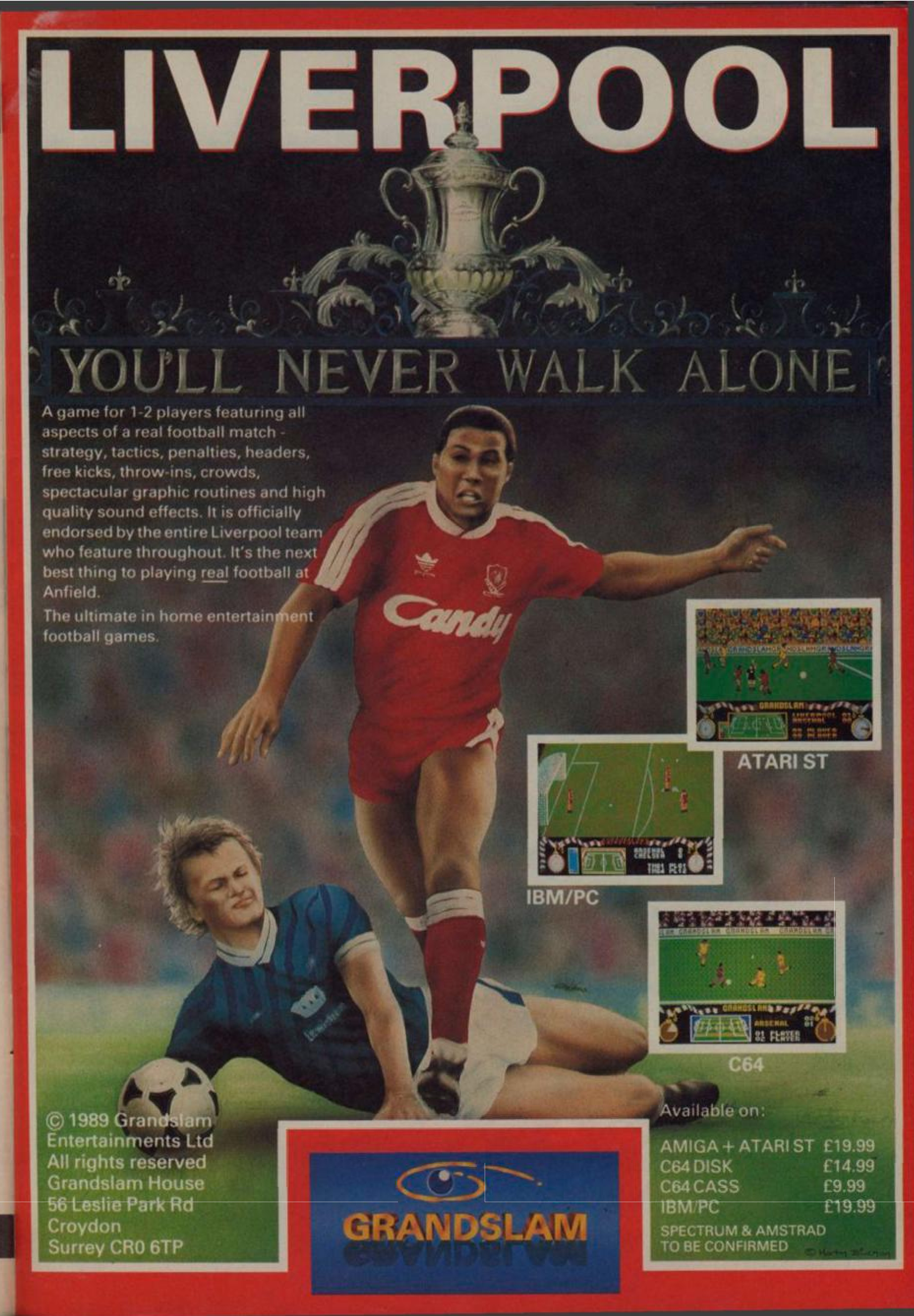
**SORCERY PLUS**
128,135 Ben Cumming, Eaglescliffe, Cleveland

**VINDICATORS**
479,000 Giles Taylor, Eastleigh, Hants

**WEC LE MANS**
295,660 Ben Meggeson, Dorchester, Dorset



# LIVERPOOL



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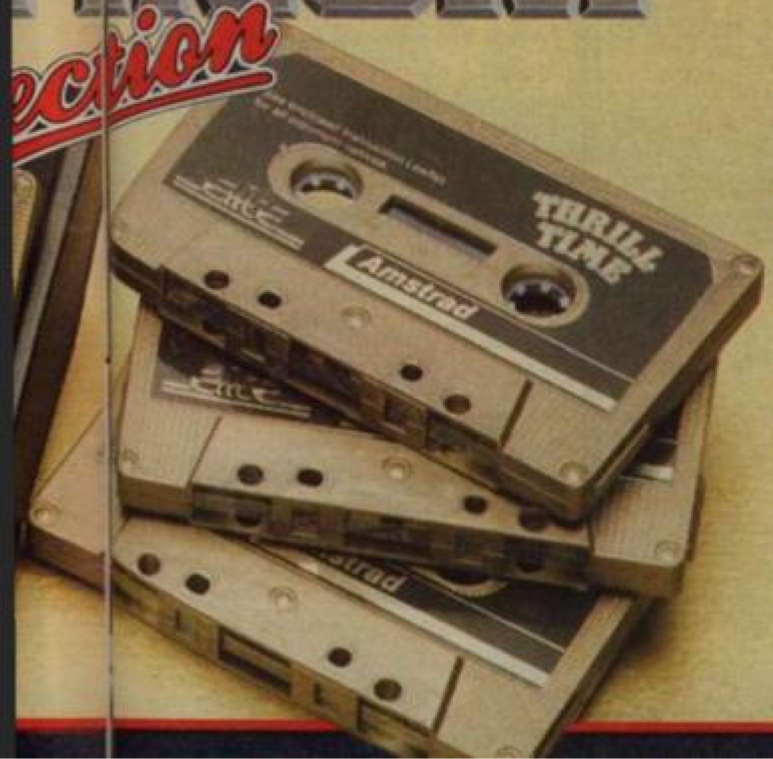

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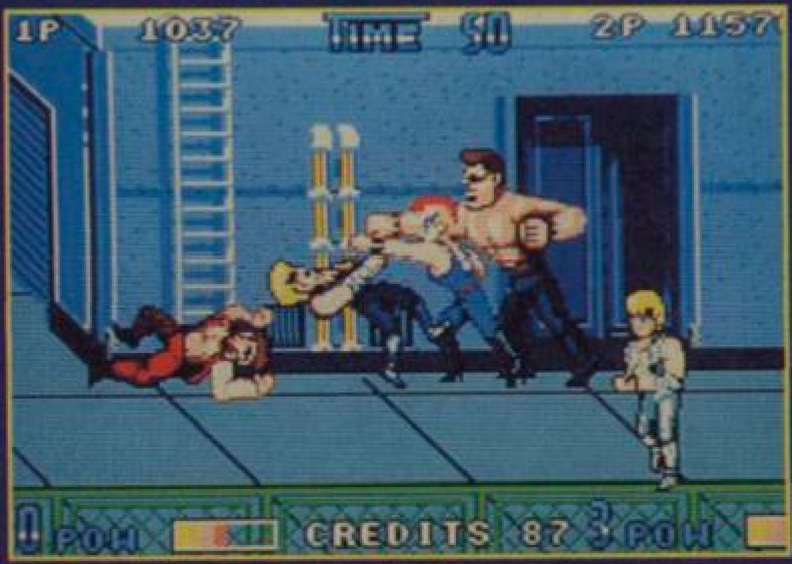
# DOUBLE DRAGON II

### BY VIRGIN/MASTERTRONIC



▲ *Two against one! That's not fair!!*

Last year Virgin/Mastertronic released conversions of Technos' highly popular coin-op, Double Dragon, and although they sold well, all versions were disappointing. This Christmas sees the same company releasing conversions of the sequel to Double Dragon, the imaginatively-called Double Dragon II.

If you don't already know, Double Dragon II is a horizontally scrolling beat 'em up in which one or two players get the chance to walk into the wrong side of town and do battle with anyone they find there. The reason for all this violence is simple: a group of baddies has once again kidnapped your girlfriend (didn't they get the message last time?), so you (and a mate if he's not busy) have to go and rescue her.

The backdrops are suitably seedy as the heroes begin their quest, and within seconds the first gang members leap out from nowhere and attack. These are a pretty motley crew, ranging from cartwheeling martial arts experts and whip-wielding dominatrixes to nine-foot giants. All attempt to hit the heroes and wear down their energy bars - if this happens three times, their quest is over.

Fortunately the heroes can give as good as they get, and have a range of kicks and punches which can be used to good effect. They can also pick up and use items dropped by baddies such as whips, knives, baseball bats and large boxes.

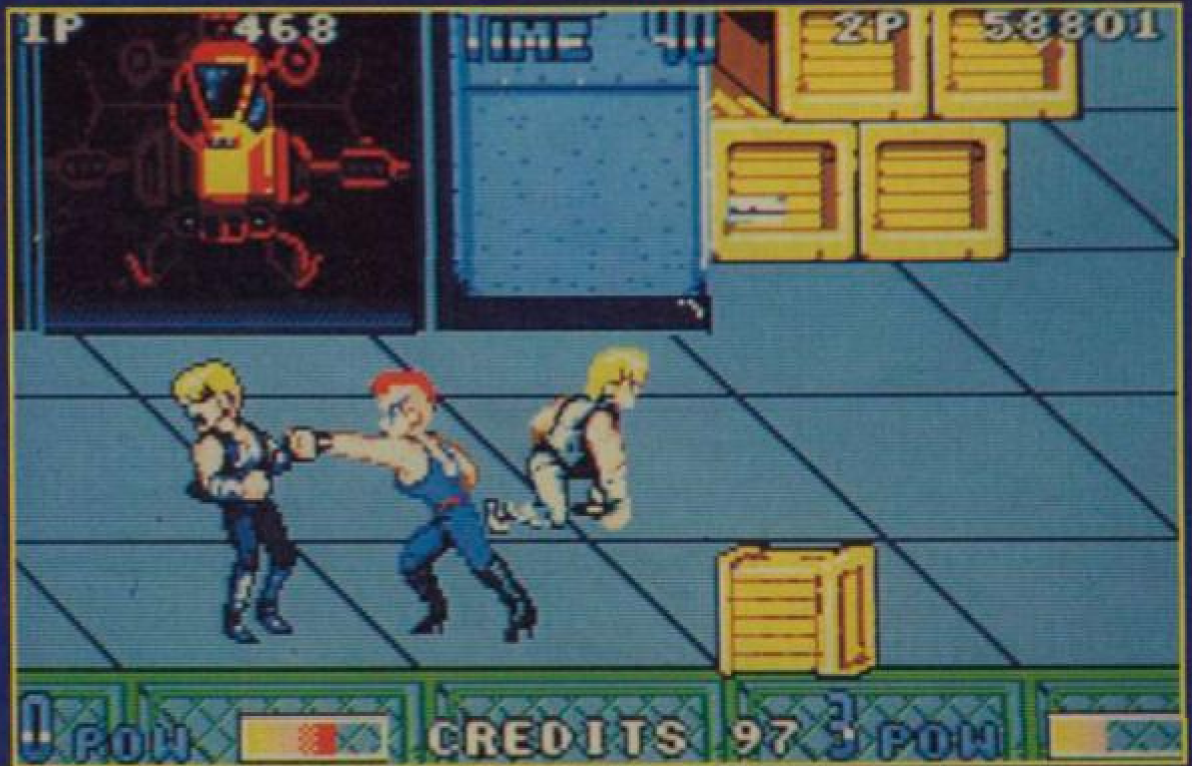
At the end of each level is a very large bad guy who must be overcome before the heroes can continue, and at the end of the very last level is the boss - kick his head in and true love can finally prevail...

While Double Dragon II is basically very similar to Double Dragon, the ST conversion is far better than last year's effort. The graphics are almost identical to the coin-op, and the gameplay is very faithful. The two-player mode works very well, adding more fun to the proceedings, and the game is challenging and addictive. It's a shame Virgin/Mastertronic didn't get it right last year, but at last there's now a decent computer Double Dragon game that beat 'em up fans will genuinely enjoy.

**JULIAN RIGNALL**

## UPDATE

***Amiga-owning Double Dragon II fans will be pleased to hear that the version for their machine will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8 bit versions, so check 'em out before buying.***

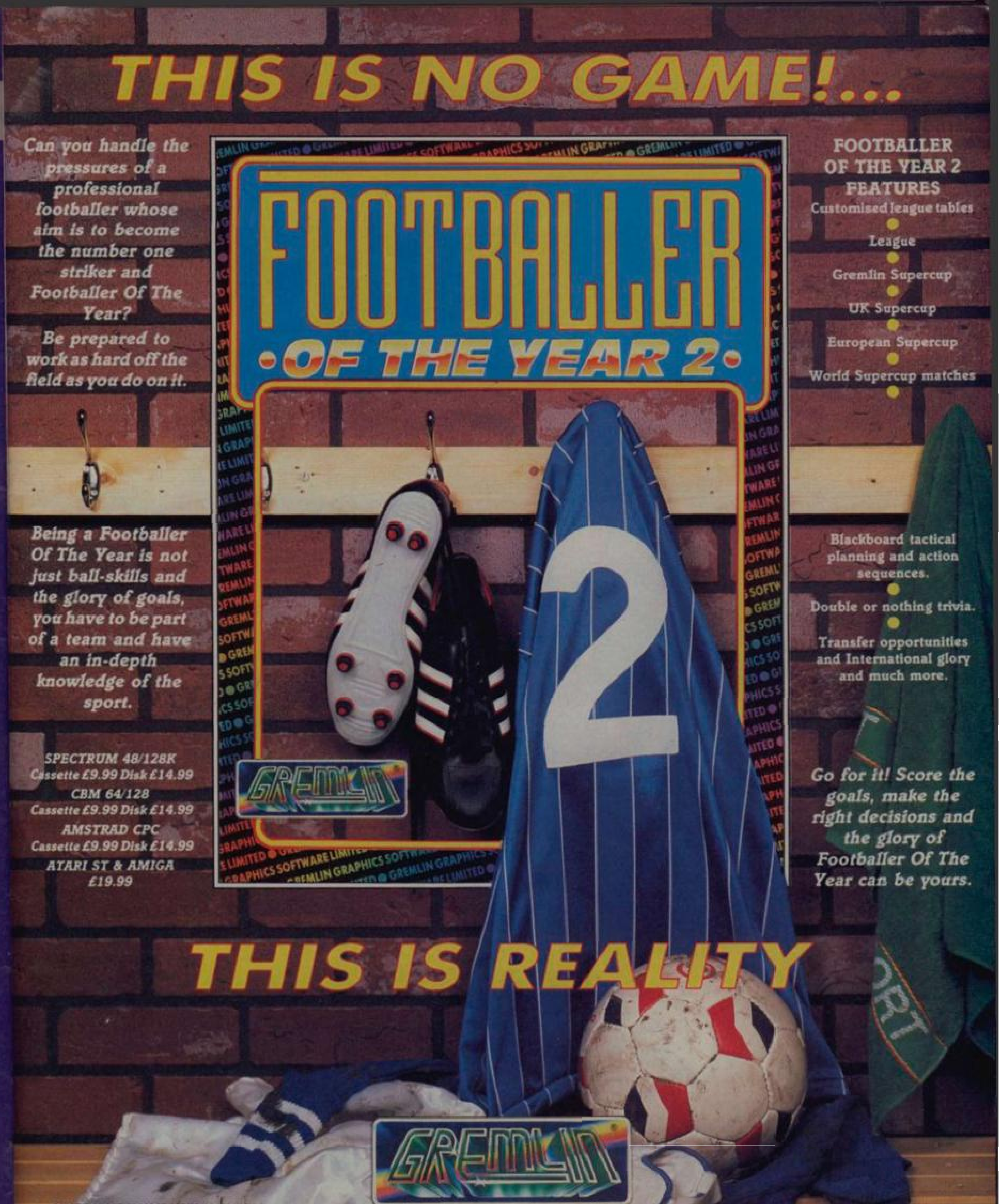


| ST | £19.99 |
|---|---|
| GRAPHICS | 81% |
| SOUND | 72% |
| VALUE | 76% |
| PLAYABILITY | 83% |

*An accurate conversion of the popular arcade combat game which beat 'em up fans should relish.*

| OVERALL | 80% |
|---|---|

# THIS IS NO GAME!...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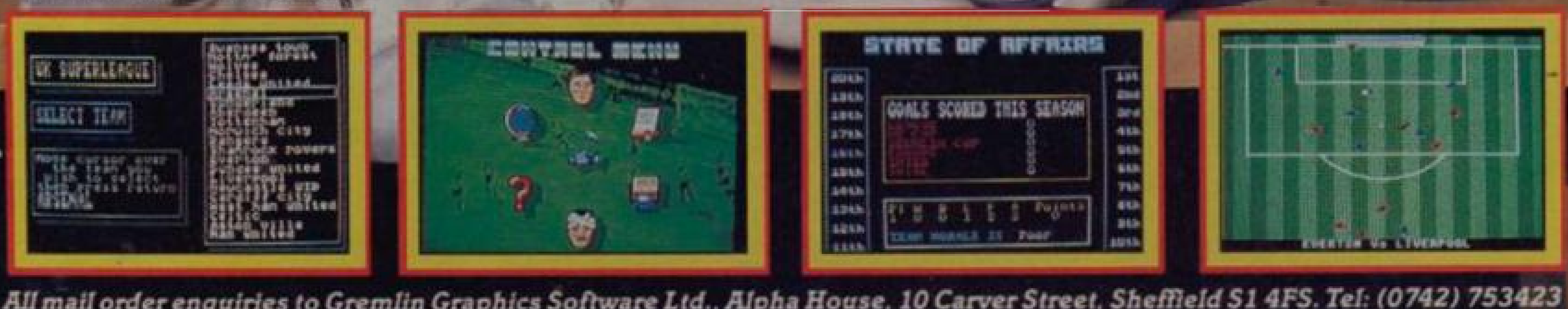
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Points
EVERTON Vs LIVERPOOL

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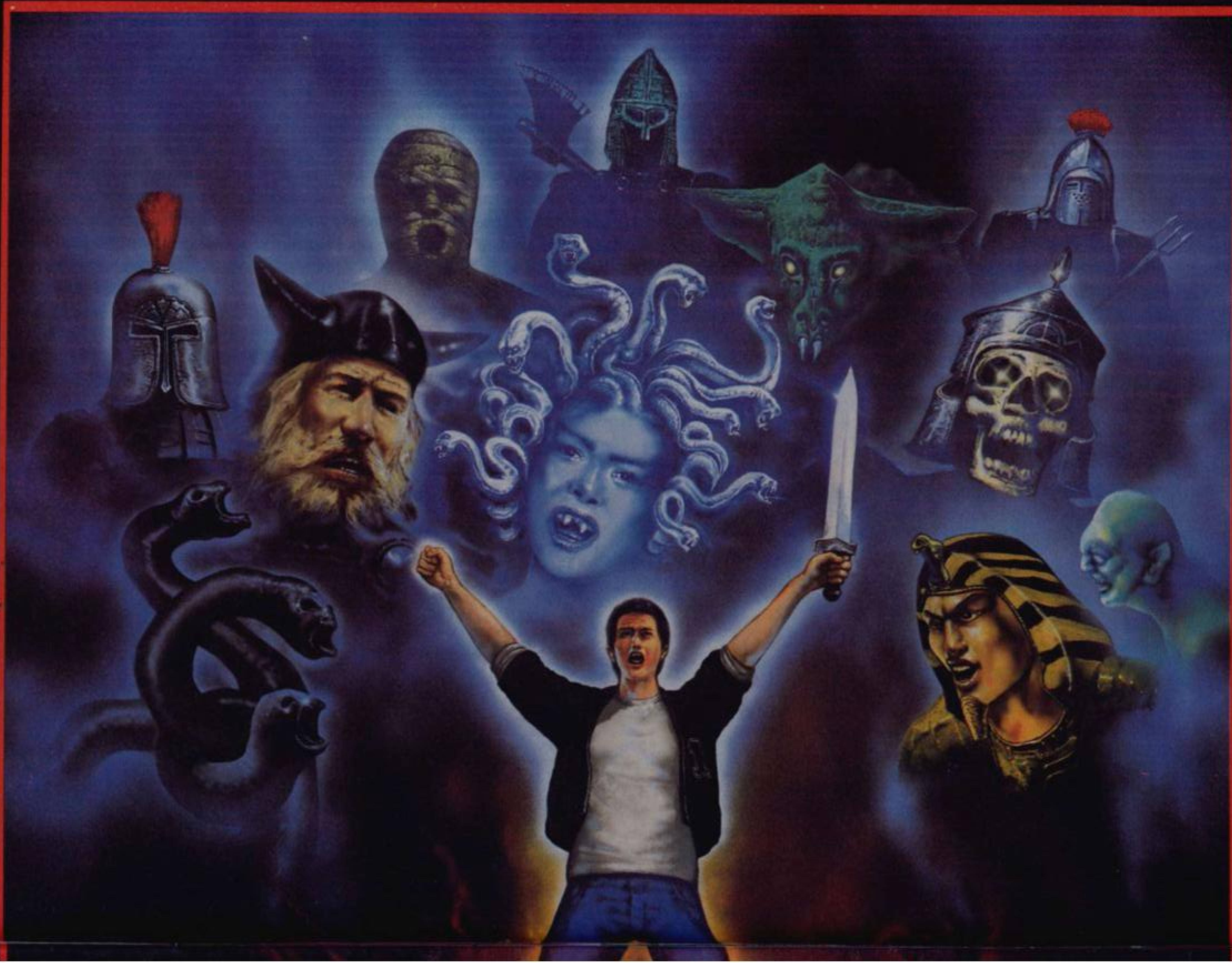

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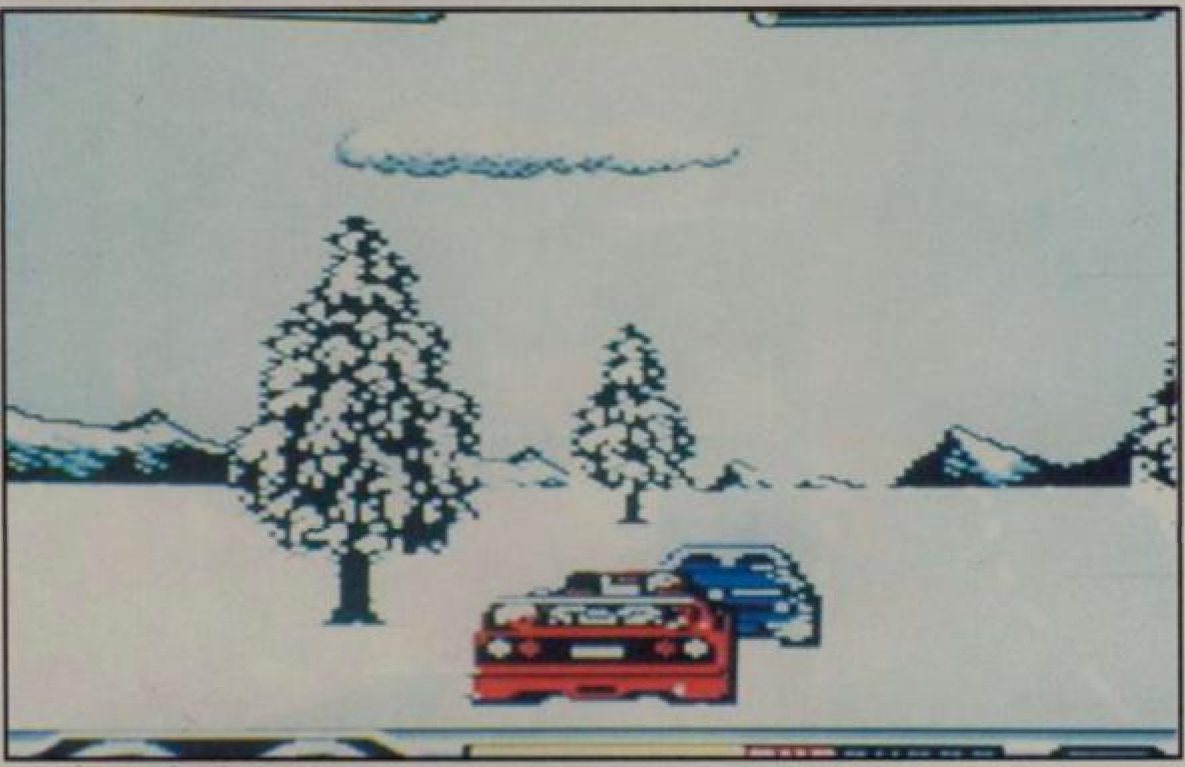


▲ *A snowplough would make this stage easier.*

# TURBO

BY US GOLD

US Gold released their conversion of Sega's hydraulic arcade driving machine, Outrun, this time two years ago, and although it sold incredibly well, it was generally considered to be a disappointment.

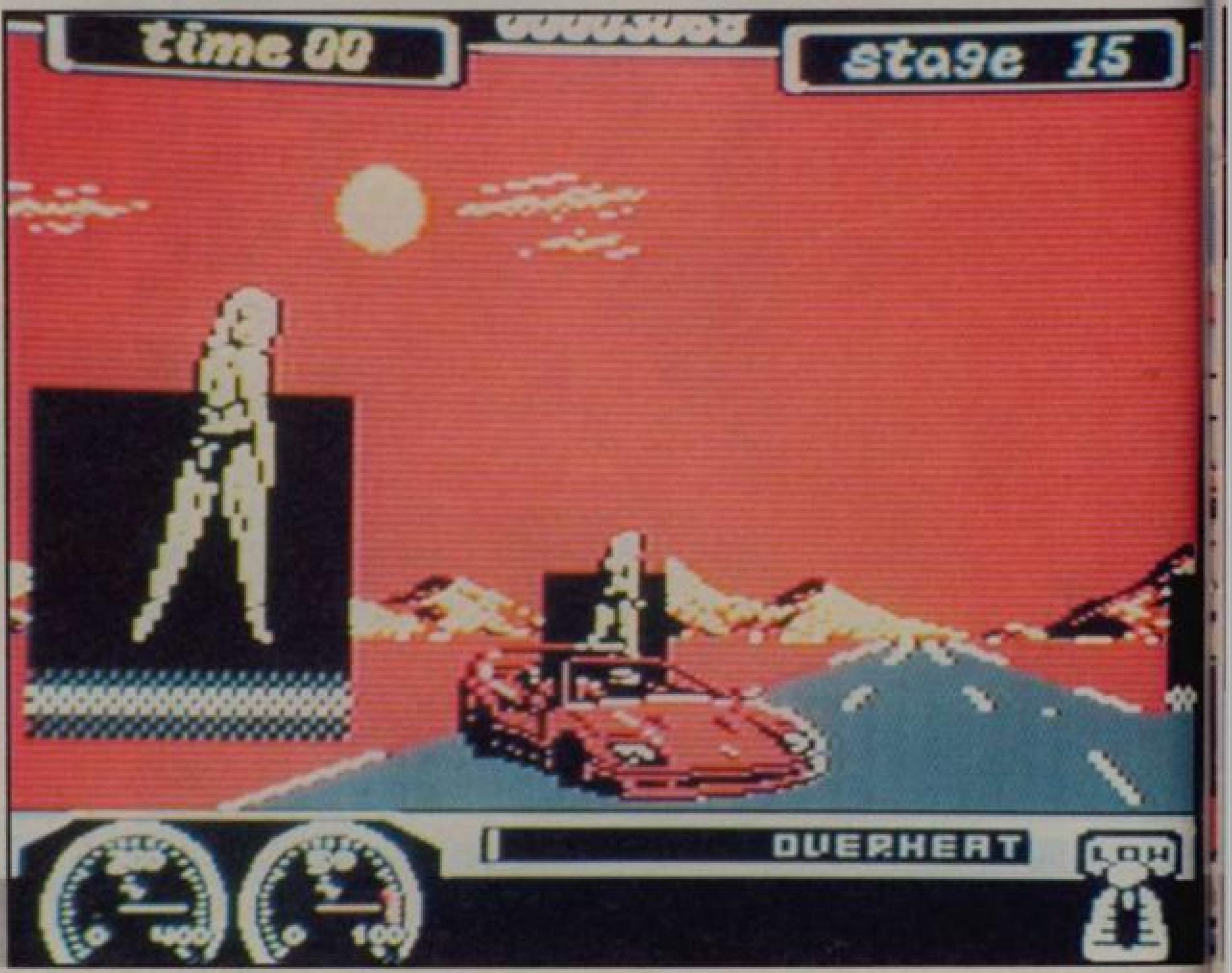
Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to Outrun, Turbo Outrun. Is it better than the original? Well, read on and find out.

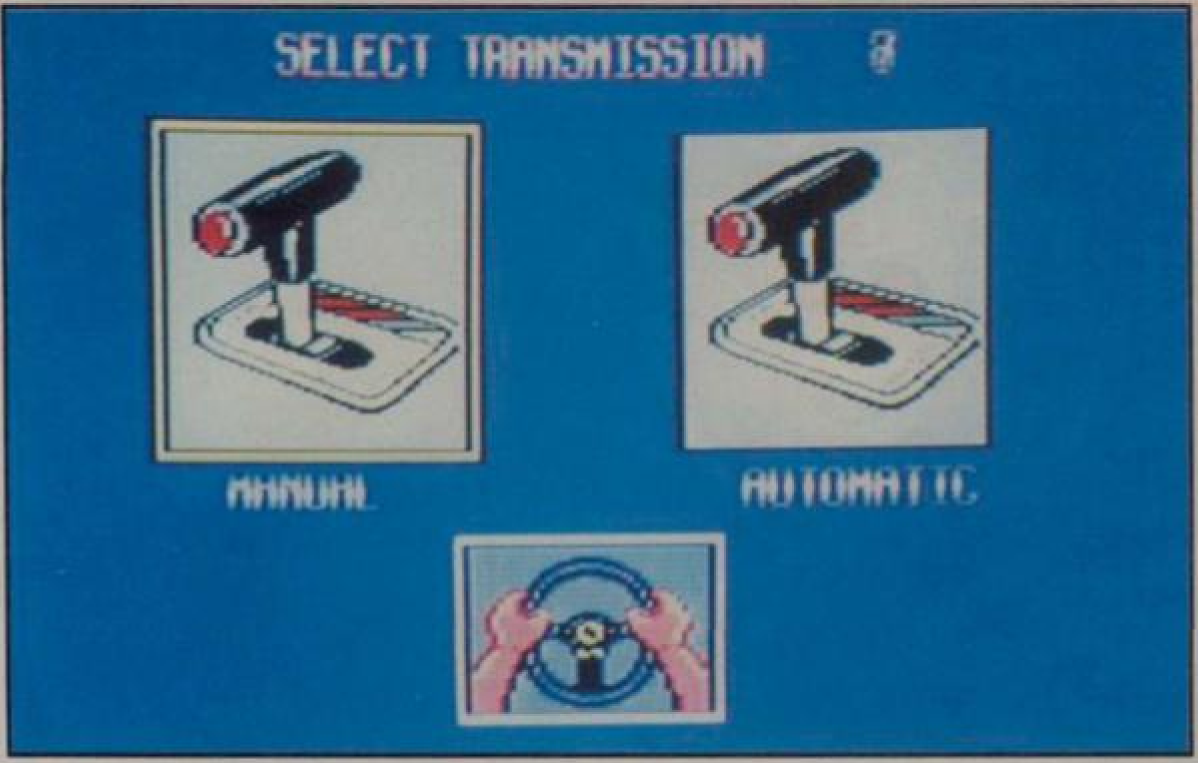
The aim, as in Outrun, is straightforward enough in that you've got to race across America in your gleaming red Ferrari, with the sun whistling through your shades and your blonde girlie sat by your side. This time round, though, you have a set route from New York to Los Angeles ahead of you instead of a nameless batch of freeways, and the Testarossa in the first game has been swapped for a considerably more powerful (top speed of 202mph) F40. Gone too is the ability to choose the road you wish to drive on; to compensate, the number of stages has risen from five to sixteen (four states, each containing four stages).

At the end of each state the option is given to customise the F40, making available such extras as a bigger engine, wider tyres and a more powerful turbo boost than the one already fitted. Prowess at the steering wheel is essential to completion of the course, as all the other road users will be doing their damnedest to prevent you from finishing. Don't be tempted to drive recklessly, however; poor handling could mean your fickle girlfriend leaving you at the garage in favour of your arch rival - a hunky guy with a Porsche 959.

Just about everything from the coin-op has been included in this staggering C64 conversion - manual/automatic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects... the only thing missing are juggernauts on the road and the massive flipover when you crash the car. But you don't really miss them when the gameplay's this fast and exciting.

The graphics are truly excellent, with fast and very convinc-





▲ *Arcade faithful, right down to the gearbox select.*

# UTRUN

ing 3D and stomach-churning hills, and the sound is truly superb with seven soundtracks, each containing a variety of samples (over 90K in total).

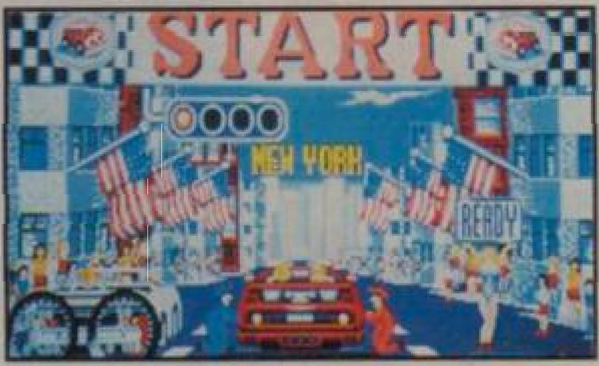
I would never have believed that it was possible to produce such an accurate conversion of Turbo Outrun on the C64 - it's practically a scaled-down version of the coin-op. But here it is, and it's incredible.

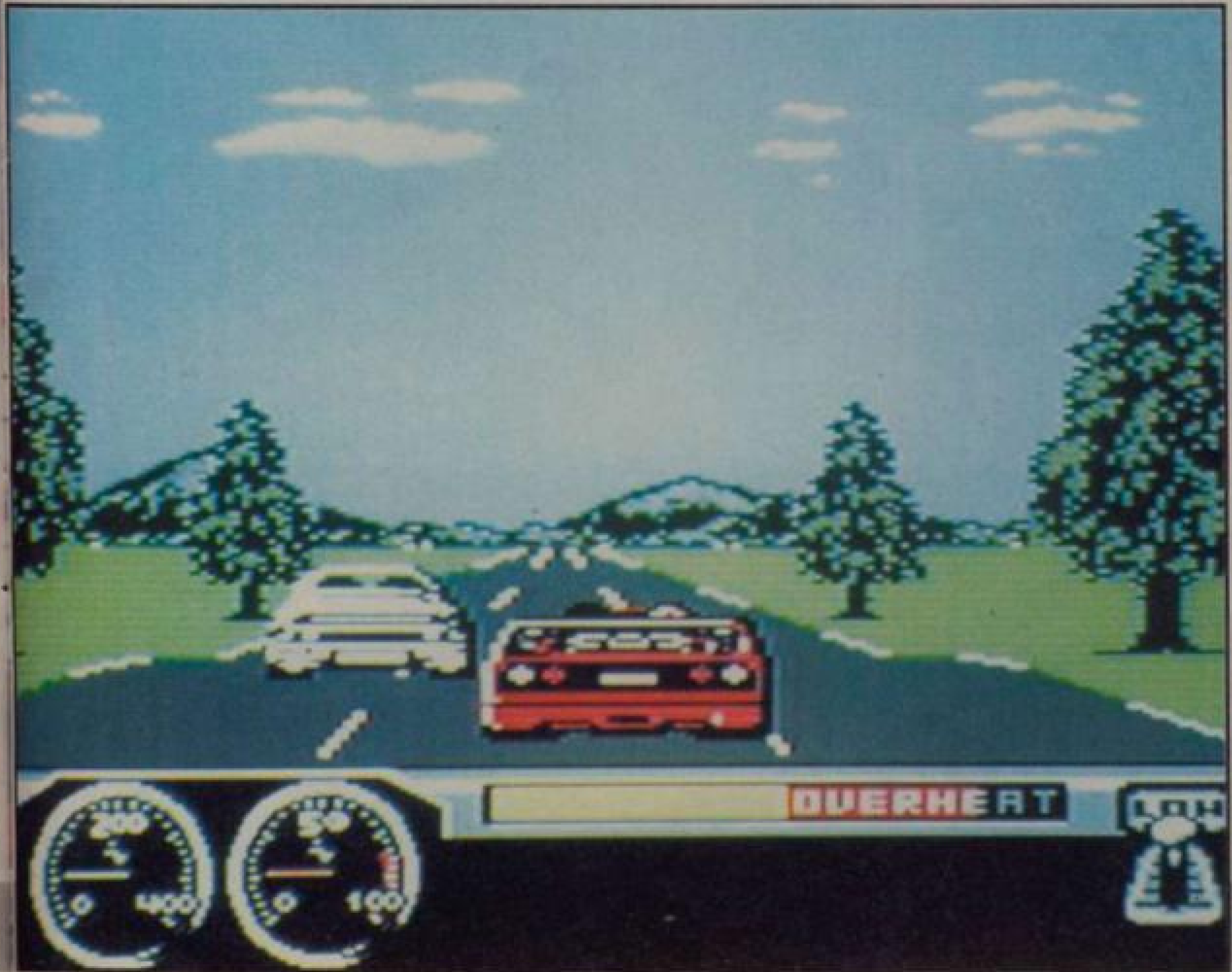
Outrun is dead. Long live Turbo Outrun!

**PAUL RAND**

**C+VG HIT!**

▼ *ST version on the starting grid*





## UPDATE

*The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the month.*

| C64 | £9.99 |
|---|---|
| GRAPHICS | 92% |
| SOUND | 94% |
| VALUE | 90% |
| PLAYABILITY | 90% |

*The speed you need and all the frills you want come together in the most incredible driving game yet seen on the C64. An astounding conversion which shouldn't be missed.*

**OVERALL 93%**

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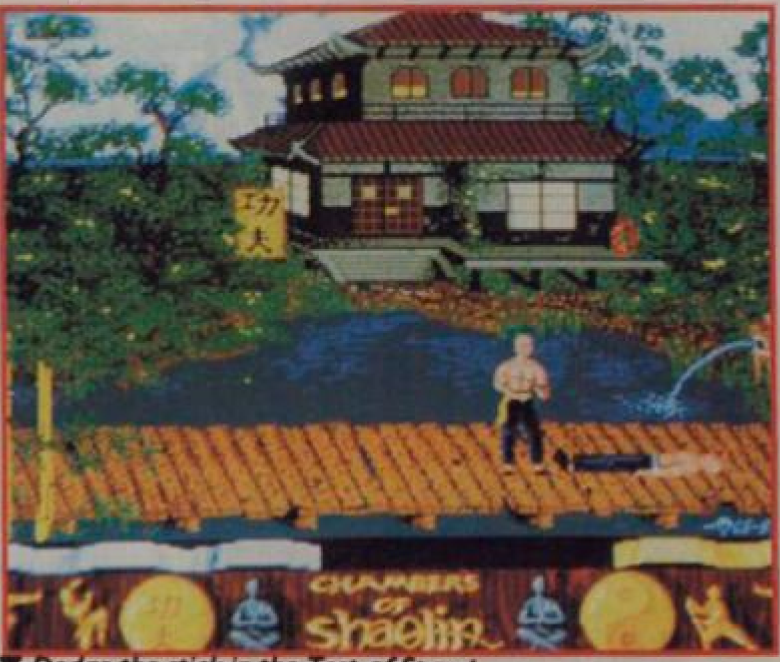
# CHAMBERS OF Shao Lin

Shao Lin, so they say, is a temple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the doo-doo out of just about anyone on the planet.

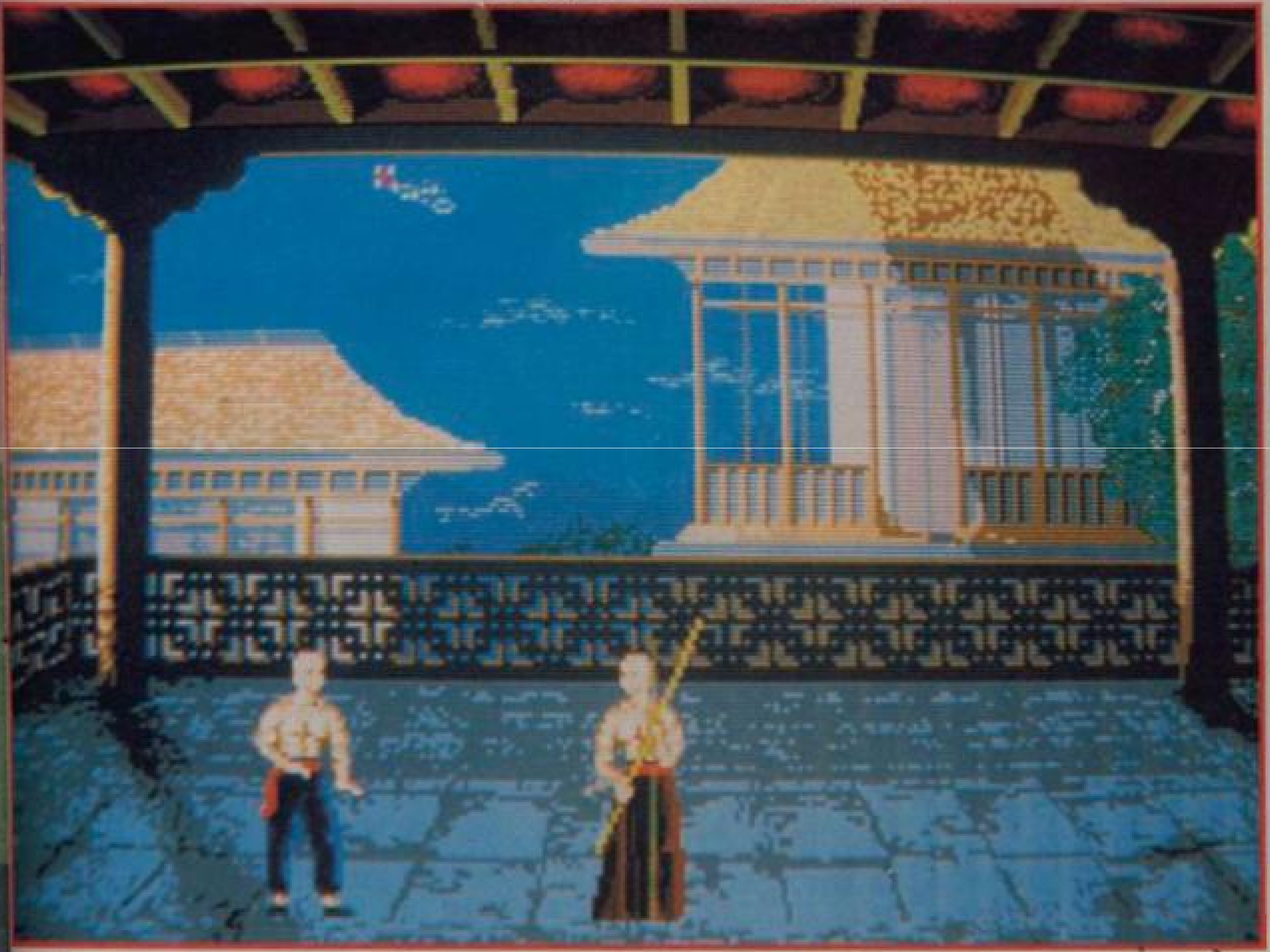
Now you're sure to be thinking, yeah, yeah, another beat 'em up, but where Chambers of Shao Lin differs from every other game of this type is in its six training sections which let you create your own fighter and build up strengths in particular disciplines. Then you can move on to a five-part quest to do over a dragon.

While some of the tests are just a matter of repeatedly dodging bombs or an opponent with a large stick, there are a few which are quite ingenious. In the Test of Speed, for example, your baldy on-screen hero is standing on a platform in a well with two holes in the walls, through which gallons of water are flowing! There are two covers suspended over the holes, but to cut their ropes you need to release the catches holding up two axes by hitting them with a steel ball suspended at head height from the ceiling. High kicks get the ball swinging but mis-time it and you could end up with it between your eyes. Do well in certain disciplines and you'll be rewarded with mighty strength in the dragon mission. If you do particularly badly, you won't be able to perform some of the more exotic moves.

▼ *Lay that sucker out!*



▼ *Dodge the stick in the Test of Speed.*



The first part of the mission is made up of four, single screen beat 'em ups, which, as single screen beat 'em ups go, are pretty good. The graphics are smart and the computer combatants are challenging opponents. As I've already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-trained fighter there's a decent selection of kicks and punches.

The final section is fraught with dangers, in the form of swooping dragonlets and rolling rocks, which your chap has to duck and jump over.

All the sections are beautifully depicted on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a Ninja falling off a verandah or something. The sound effects are sampled, and if you have a 1040ST you get some very nice sampled music as well (520 owners get standard sound chip toons).

**PAUL GLANCEY**

## UPDATE

***Plans are afoot for Amiga and C64 versions. A PC version of Chambers is being released by Cinemaware over in the States, so PC owners will either have to import it, or wait for someone else to distribute it over here.***

| ST | £24.99 |
|---|---|
| GRAPHICS | 80% |
| SOUND | 82% |
| VALUE | 82% |
| PLAYABILITY | 79% |

*Doesn't have the instant playability of IK+, but the quest and character creation elements give Chambers of Shao Lin plenty of lasting appeal.*

| OVERALL | 82% |
|---|---|

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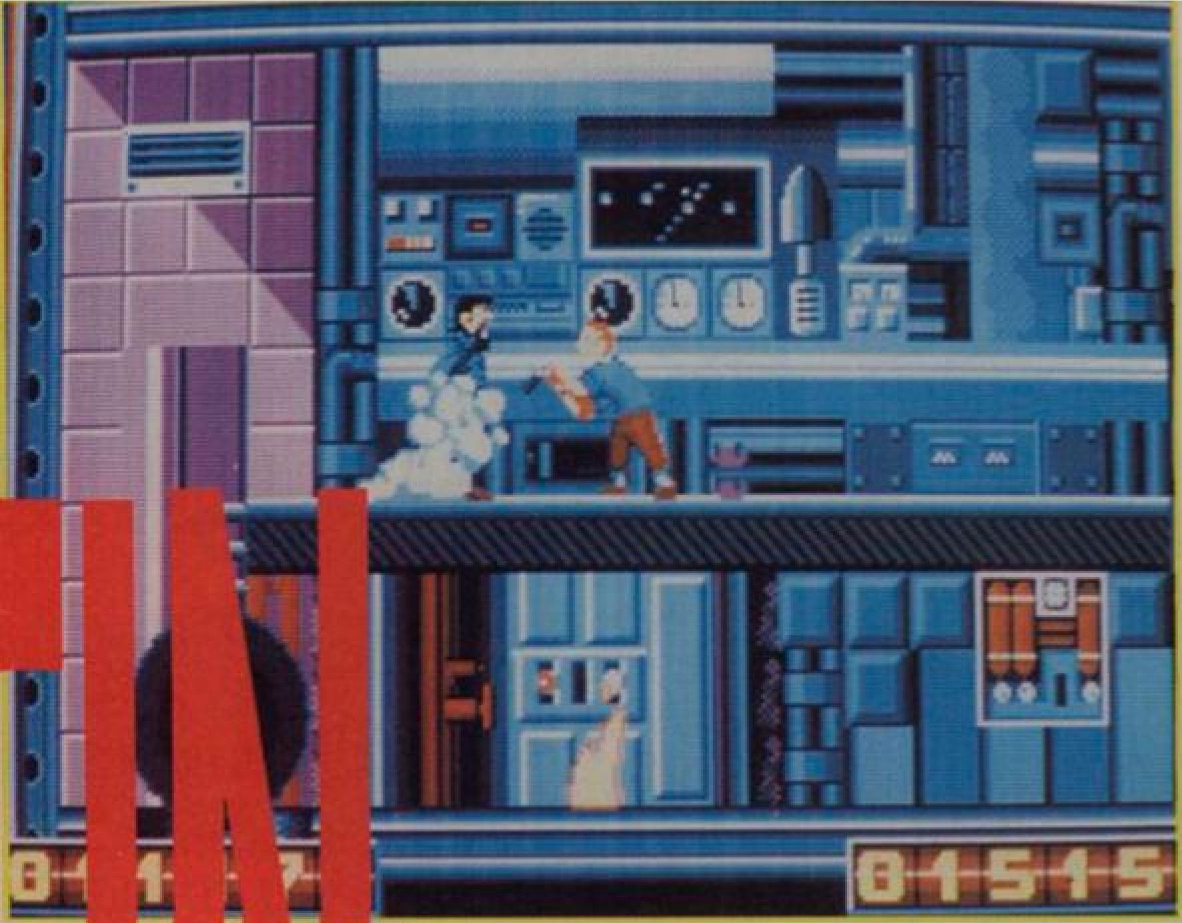
# TIN TIN

BY INFOGRAMES



On an isolated missile base deep in the heart of Switzerland, Europe's top scientists are putting the finishing touches to the world's first moon rocket. On board, the intrepid crew of Tin Tin, his faithful hound Snowy and his chums Captain Haddock and the Prof check the in-flight computers, not realising that the dastardly Colonel Boris and his gang of evil henchmen have also joined the lunar party, intent on wrecking the mission in their own despicable way. The countdown begins - and so does our continental hero's debut adventure on home computer.

Colonel Boris and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Sensing that something is amiss, Tin Tin and Snowy go to investigate. In a mad dash through five different stages, each with a rapidly decreasing time limit, Tin Tin must ensure that all the bombs are defused, all the fires are extinguished and Colonel Boris is disarmed and no longer poses any threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red energy orbs, needed to give the ship the necessary boost required to move that bit closer to the moon.

Tin Tin On The Moon opens with a superb animated sequence of the rocket's launch from Earth, and this high quality presentation is echoed throughout. Each of the main characters is instantly recognisable from the cartoon series, both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too.

However, although everything looks and sounds first class, the game itself is far, far too easy - I got to the last level on my second go, and would probably have completed the game had I persevered for another hour or so. As the majority of the game is split between only two different game styles, the lasting appeal is questionable. Saying that, the lack of difficulty and, indeed, the licence itself, make this an ideal Christmas pressie for younger gamers, or those of you out there who haven't the time, patience or ability to sit and master a more complex game.

**PAUL RAND**

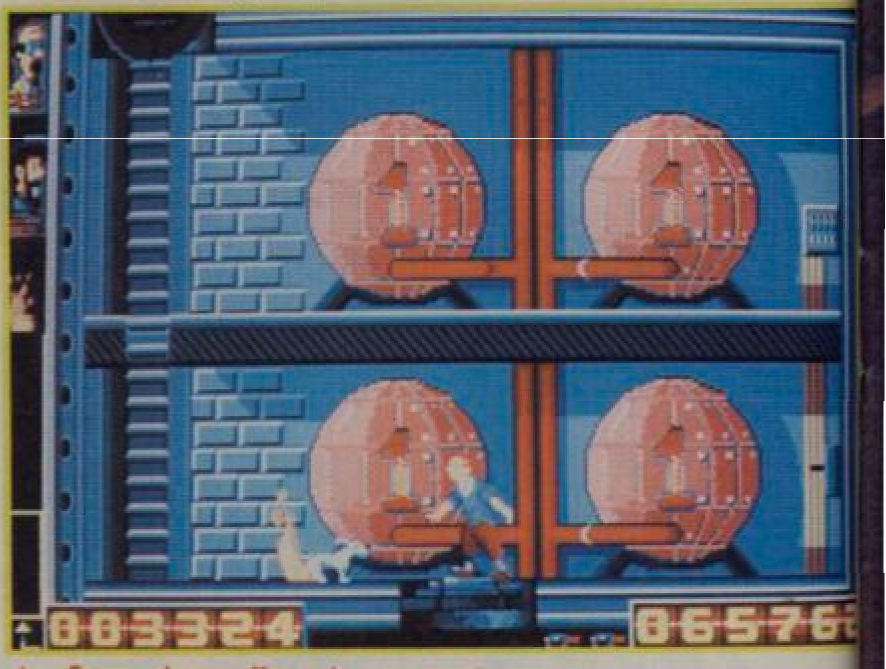
## UPDATE

***Amiga and PC versions are available soon, and will look and play very similarly to this version.***

| ST | £19.99 |
|---|---|
| GRAPHICS | 90% |
| SOUND | 88% |
| VALUE | 74% |
| PLAYABILITY | 77% |

***An admirable computer rendition of the ageless cartoon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.***

| OVERALL | 79% |
|---|---|



▲ *Snowy shows off a rude party trick.*

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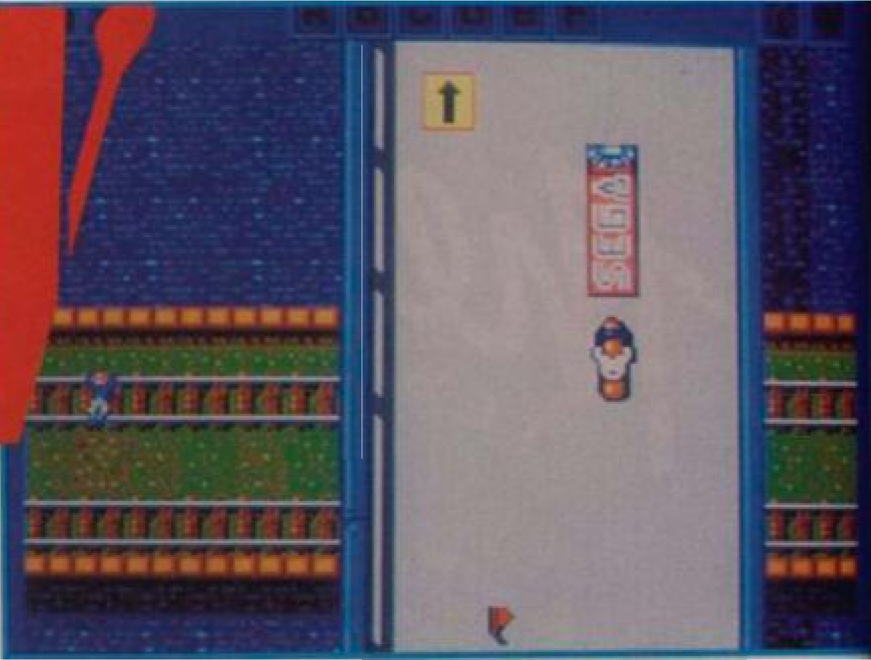
# ACTION FIGHTER

BY FIREBIRD



▲ Watch out for the chopper!

In the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat so apparent in the late 20th century, each of the world's fanatical groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call for the Action Fighter.

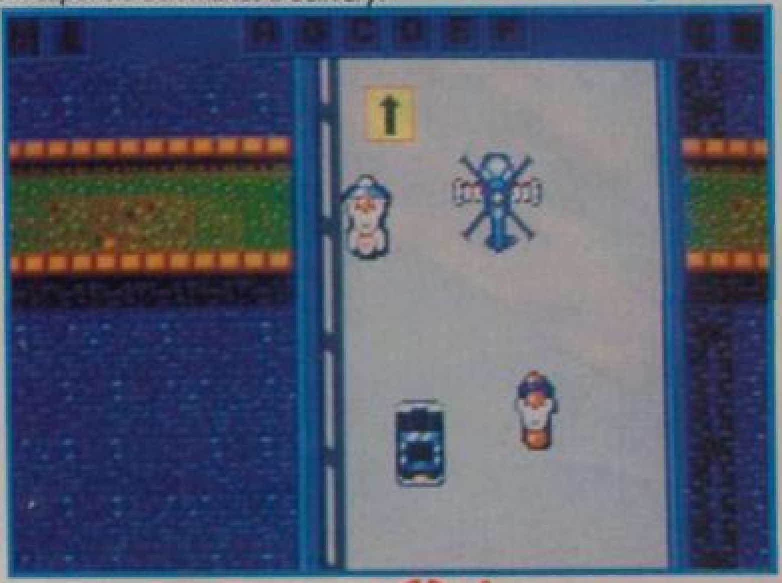
Five missions await completion in Firebird's conversion of Sega's rather obscure arcade game. The player begins by ripping up the road on a sleek, high-powered but vulnerable motorcycle. Every so often a letter of the alphabet wends its way down the screen, beginning with A and ending with F. Once all letters up to D have been collected, the motorbike transforms into an armoured car.

During this little ground-based excursion you're given the chance to drive into the trailers of passing Sega trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited invincibility in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and become a jet fighter, aiming to destroy airborne attackers in a vertically scrolling shoot 'em up. At the end of this stage awaits your target, which you must eradicate before the President issues new orders.

The coin-op never really took arcadesters by storm, so why Firebird took on this licence beats me. As a game it's quite impressive in its own way, relying on playability rather than pretty pictures. The Spy Hunter-style gameplay is certainly addictive for a while and the transformation of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is tough, it doesn't really hold your interest for very long.

**PAUL RAND**

▼ The weapons truck makes a delivery.



**UPDATE**

*Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jerkier copy of the Spectrum version.*

| ST | £19.99 |
|---|---|
| GRAPHICS | 71% |
| SOUND | 66% |
| VALUE | 69% |
| PLAYABILITY | 78% |

*A faithful conversion of an obscure, yet enjoyable coin-op. It's fun for a while, but is by no means an essential purchase. Buy it if you're feeling nostalgic.*

**OVERALL 71%**

**C64 £9.99**

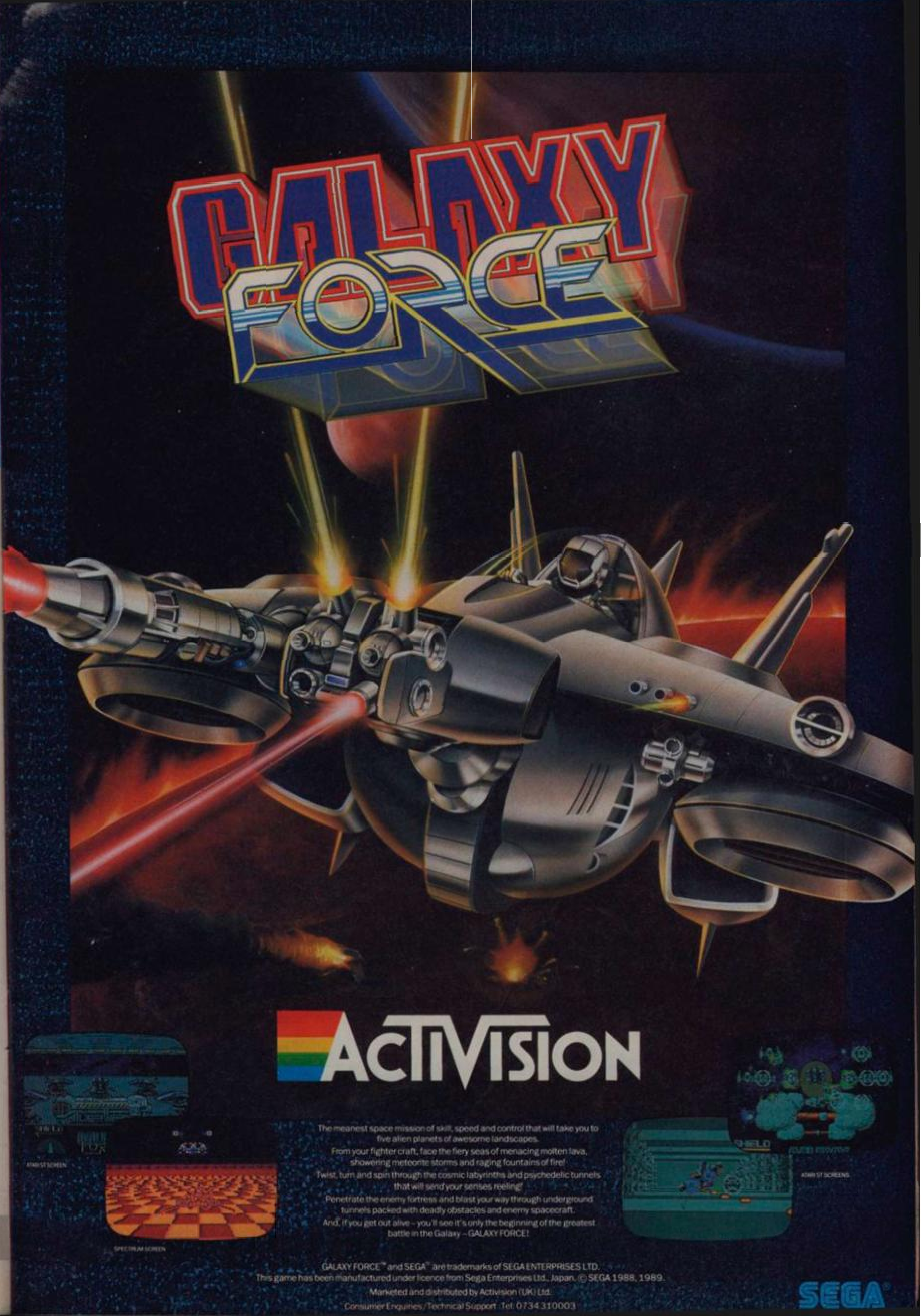
*Very disappointing when compared to the other attempts. Garish graphics, horrendous sound and wooden animation smother what could have been a fun Spy Hunter clone.*

**OVERALL 46%**

**SPEC £9.99**

*Monochrome graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.*

**OVERALL 75%**



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# ROCK'

BY RAINBOW ARTS

The main character in this game is a mouse-controlled sphere, trapped in a complex of 32 maze-like structures. And guess what? Yeah, that's right, you've got to escape from 'em all.

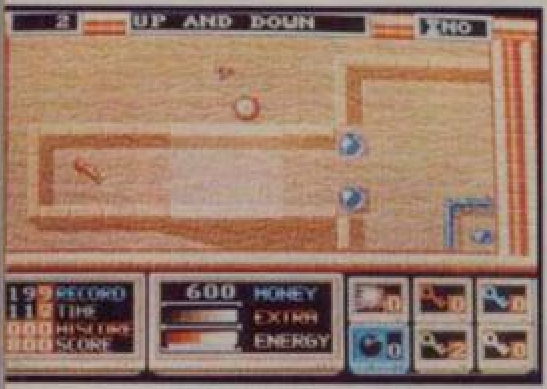
Although it's a generally simple task to roll around, tapping your feet to the Grease-style soundtrack which blares out of the TV speaker as you go, it isn't long before you stumble across a highly unstable section of floor. It's possible to buy pick axes with which to repair these danger zones, but these implements aren't exactly cheap and you begin without a single penny in your pocket, so it's a good idea to collect the coins left scattered around by previous, less fortunate maze explorers. The coins vary in value, starting from $100, and you must be wise with your dough, only spending it on items which you need, as opposed to want.

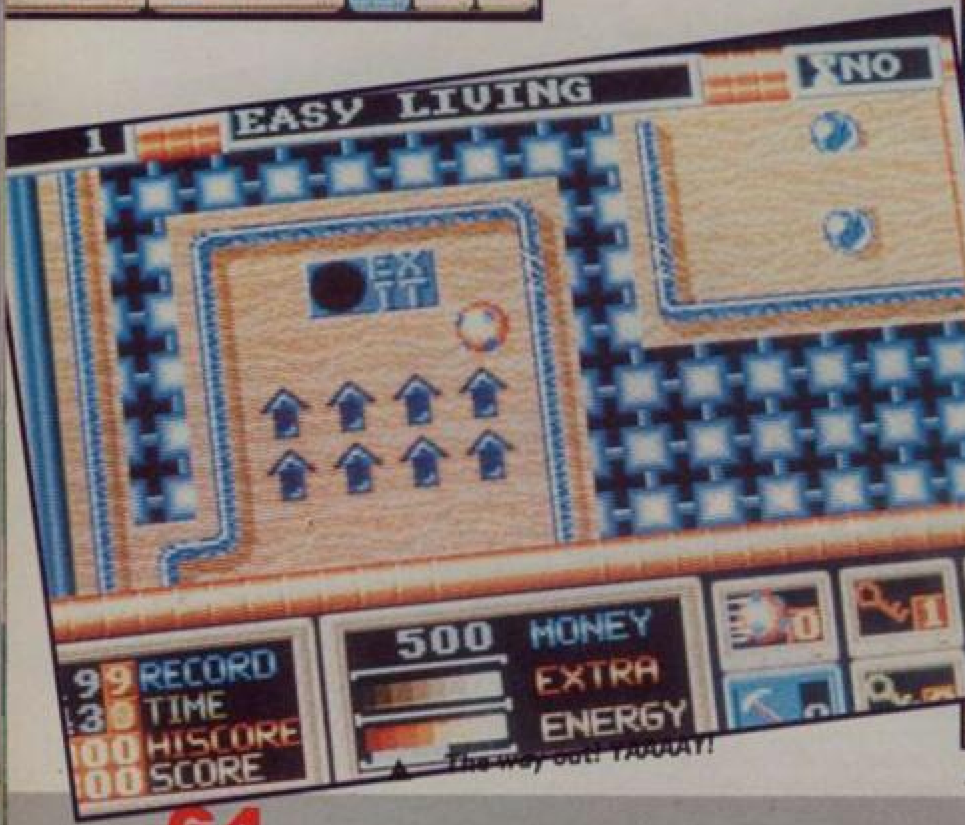
As well as pick axes, you can also spend your bread on bombs (to blow up obtrusive barriers and uncover previously hidden sections of walkway), armour (which allows you to smash down blockages found along the way) and parachutes (which stop you falling through holes in the maze). Keys must also be found to unlock doors in the maze.

Completing most of the 32 stages is a real challenge, as the scales of fortune are definitely NOT in your favour and you're allowed only the bare minimum of objects to assist you in the search for each exit. The ball rolls around very realistically and the programmers have got the inertia effect just right.

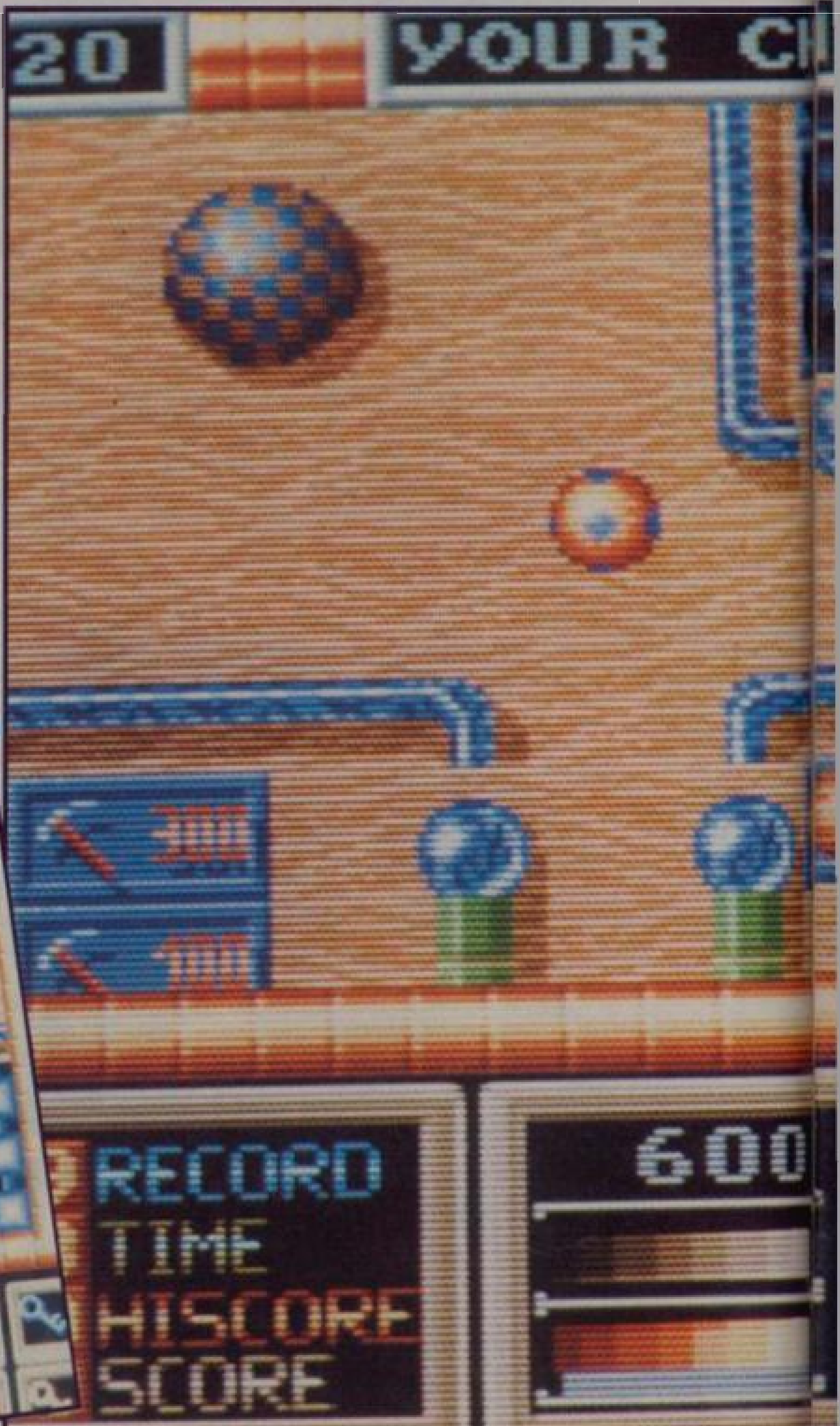
Backed up by impressive graphics and some great soundtracks, Rock 'n' Roll is a must for everyone who enjoys arcade puzzle games.

**PAUL RAND**





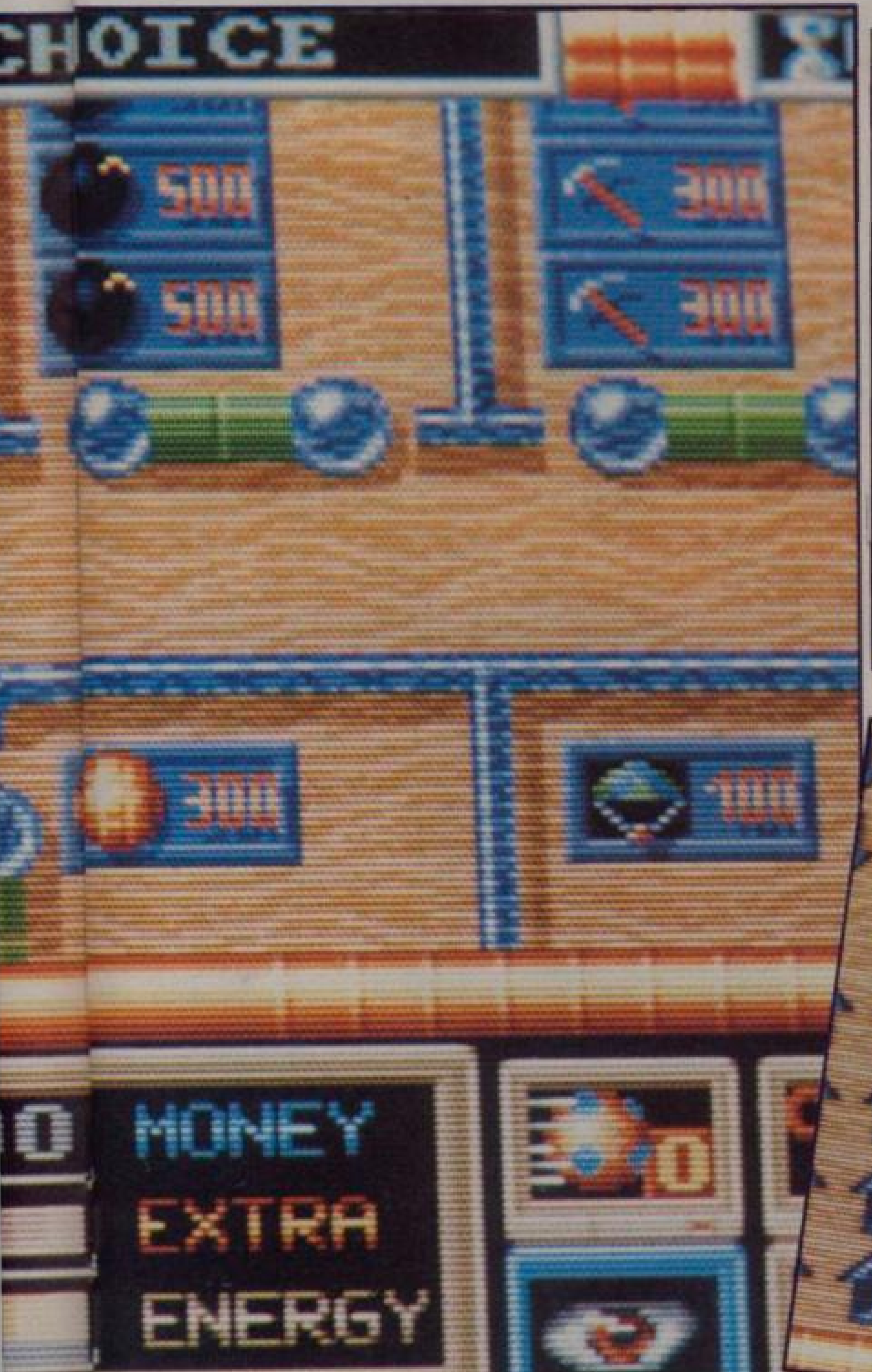
▲ The way out! YAAAAY!



▲ *Loads of extras on level 20, but how to get there is a secret.*

# N' ROLL

C+VG HIT!


CHOICE
500
500
300
300
300
100
0
MONEY
EXTRA
ENERGY
0

| AMIGA | £24.99 |
|---|---|
| GRAPHICS | 90% |
| SOUND | 88% |
| VALUE | 87% |
| PLAYABILITY | 90% |

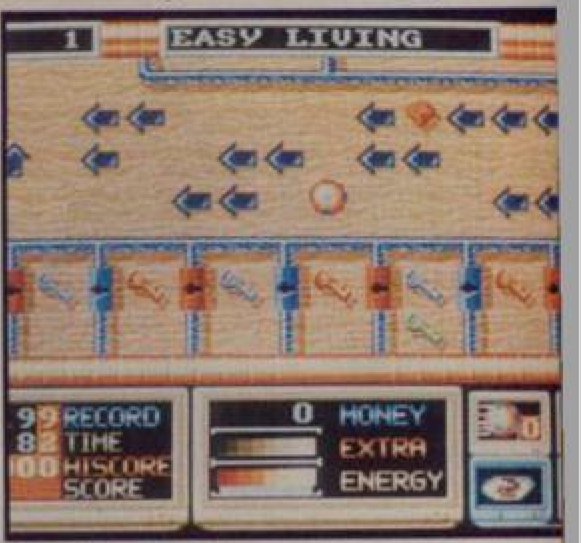
*Rainbow Arts' most impressive release for a long time. Great graphics, superb sound, infuriatingly addictive gameplay and the urge to "just finish that level" all come together perfectly in one neat package.*

| OVERALL | 89% |
|---|---|

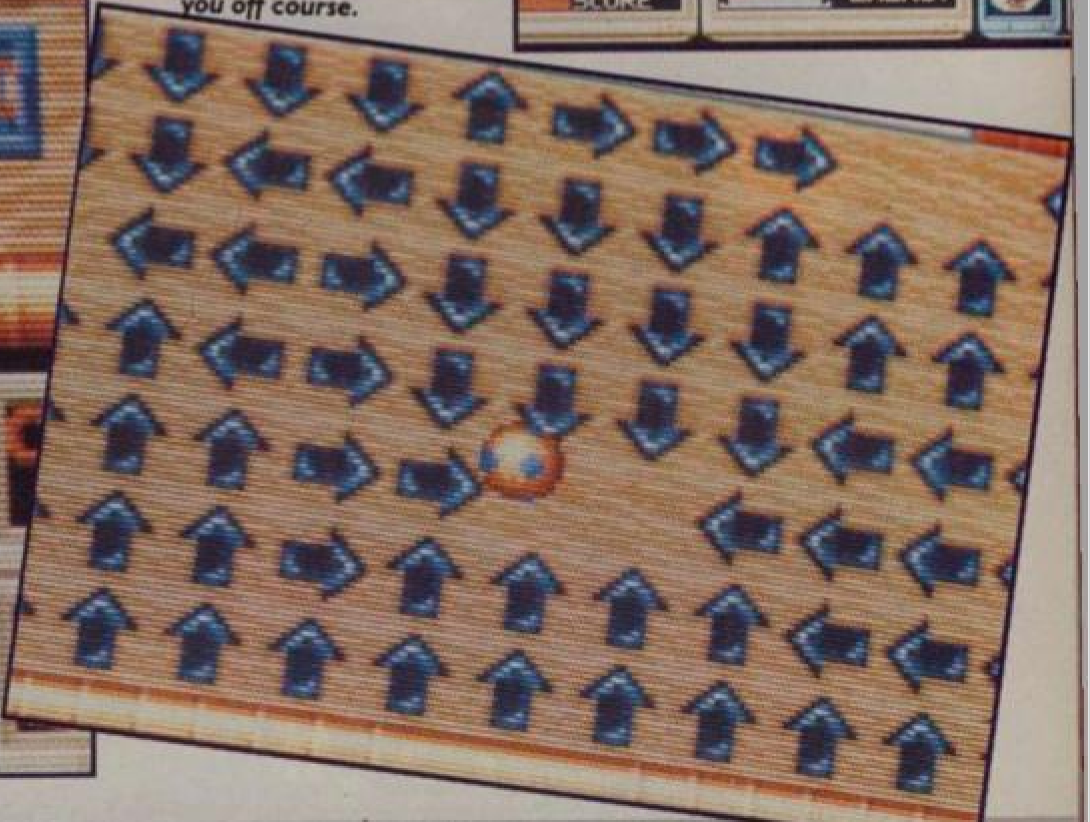
## UPDATE

*All other versions of Rock 'n' Roll (namely ST, C64, Spectrum and Amstrad) are out soon, at a price of 19.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.*

▼ *Those keys could come in handy...*


1
EASY LIVING
99 RECORD
82 TIME
100 HISCORE
SCORE
0 MONEY
EXTRA
ENERGY
0

▼ Vortices of arrows to send you off course.



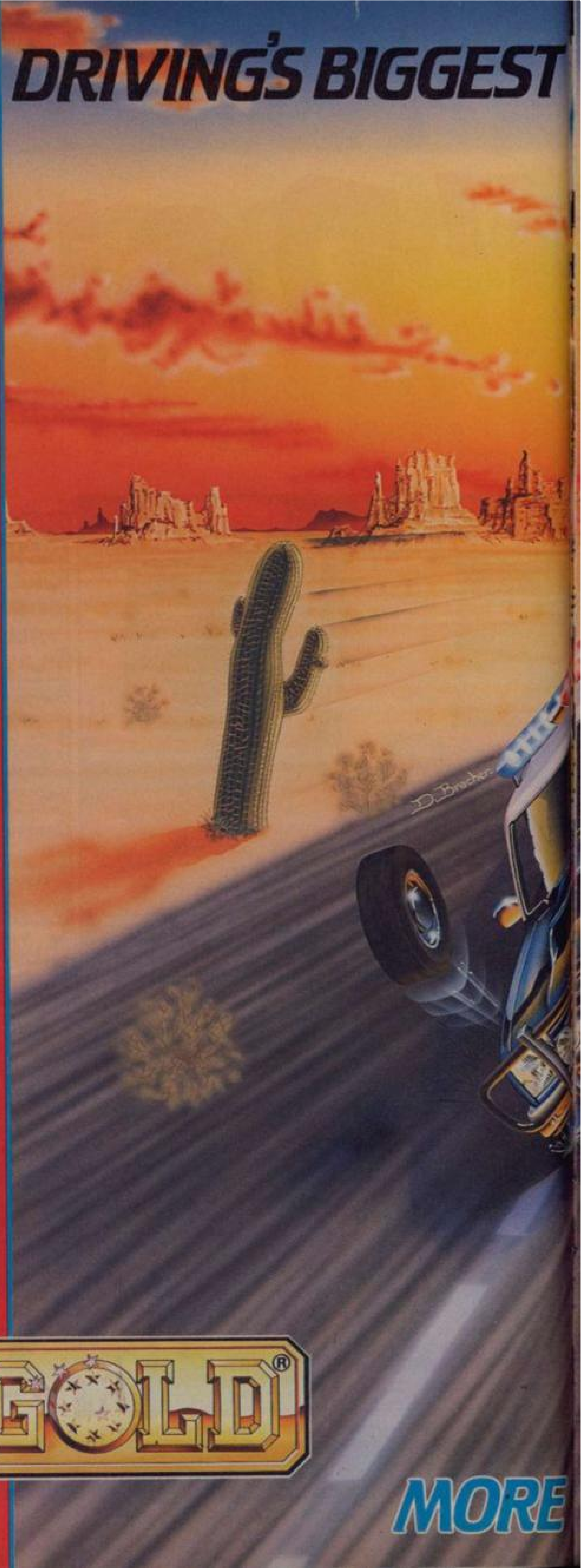
60
SCORE
LAP
START
NEW YORK
READY
STAGE 1

1
SCORE
LAP
STAGE 4

51
SCORE
LAP
TURBO AVAILABLE
BOZU
STAGE 5

9
SCORE
LAP
USA
STAGE

Screen shots from various formats.


DRIVING'S BIGGEST
D. Bracher
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ST
GAME EVER... JUST GOT BIGGER...
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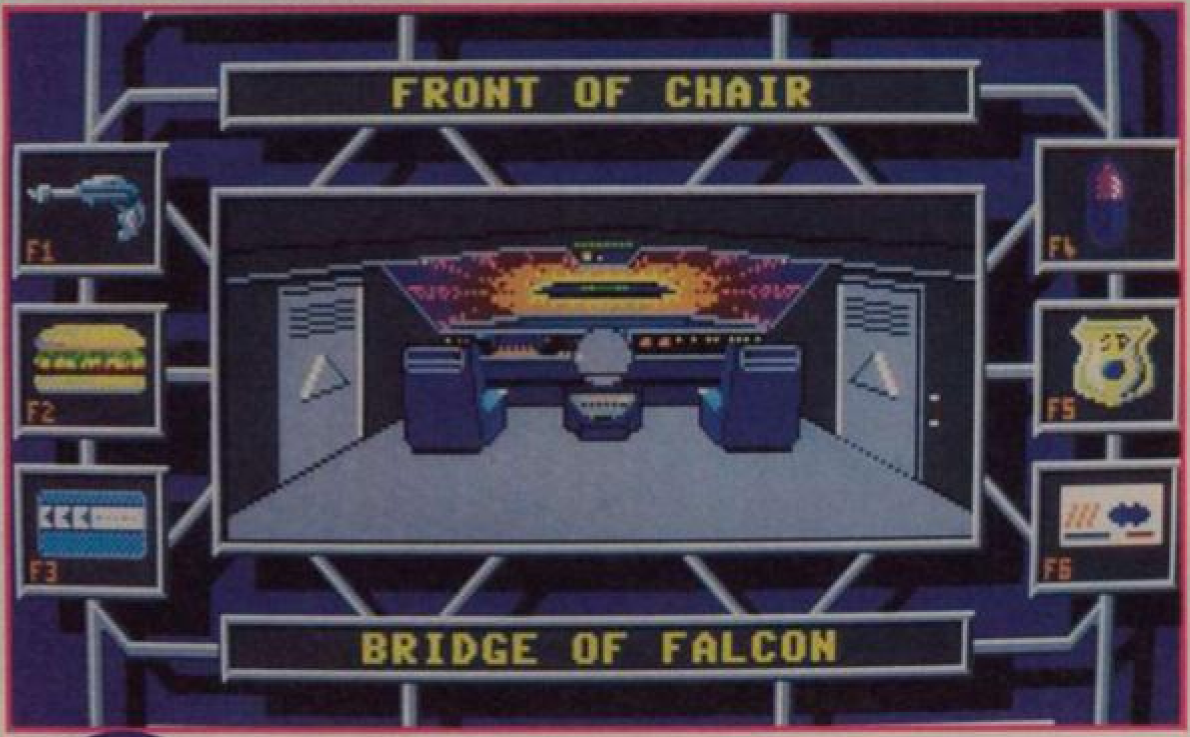


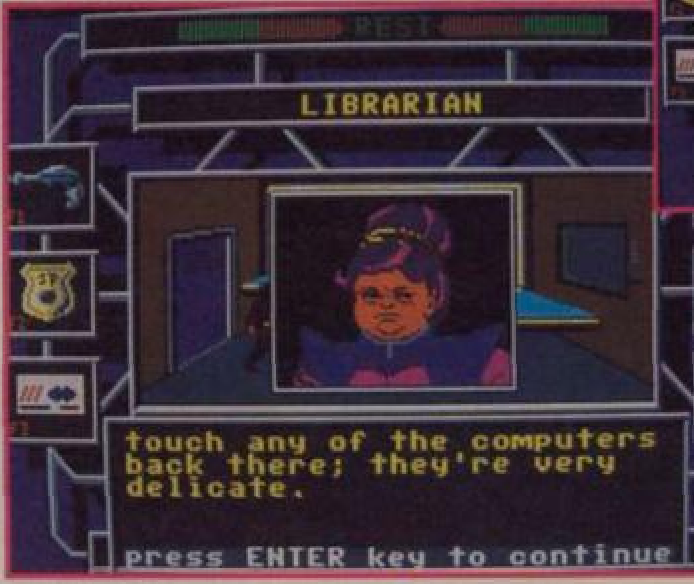
▲ The Falcon warps out...

**C+VG HIT!**

# OMNICRON CONSPIRACY

## BY IMAGE WORKS/FIRSTSTAR

▼ Miss Stern Official 2355.



touch any of the computers back there; they're very delicate.

press ENTER key to continue

Ace Powers was just another Star Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his VidiFone, ordering him to report immediately to the Chief's office on Cron. Ace knew that big things were in store for him; after all, no-one below Colonel gets to see the chief unless something's up.

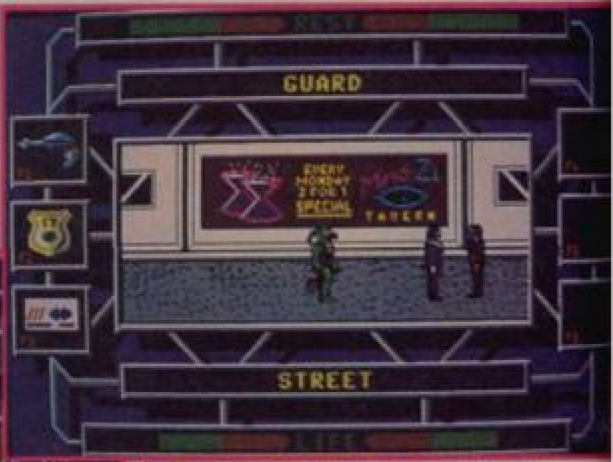
Something is up - and it IS big. A drugs racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scum, the Sarbai. It turns out that one of the Star Police's crack agents had infiltrated a Sarbai narcotics squad, his last transmission revealing that they were about to board one of Cron's cargo ships for reasons unknown. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should anything have happened to him, to continue the investigation...

The game has been designed so that although it's possible to visit a lot of the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by "chance", greatly enhancing enjoyment.

The amount and variety of characters throughout the game is huge, ranging from supply droids and mad scientists to alien octopi flogging life insurance! Most of the creatures you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omnicron Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

**PAUL RAND**



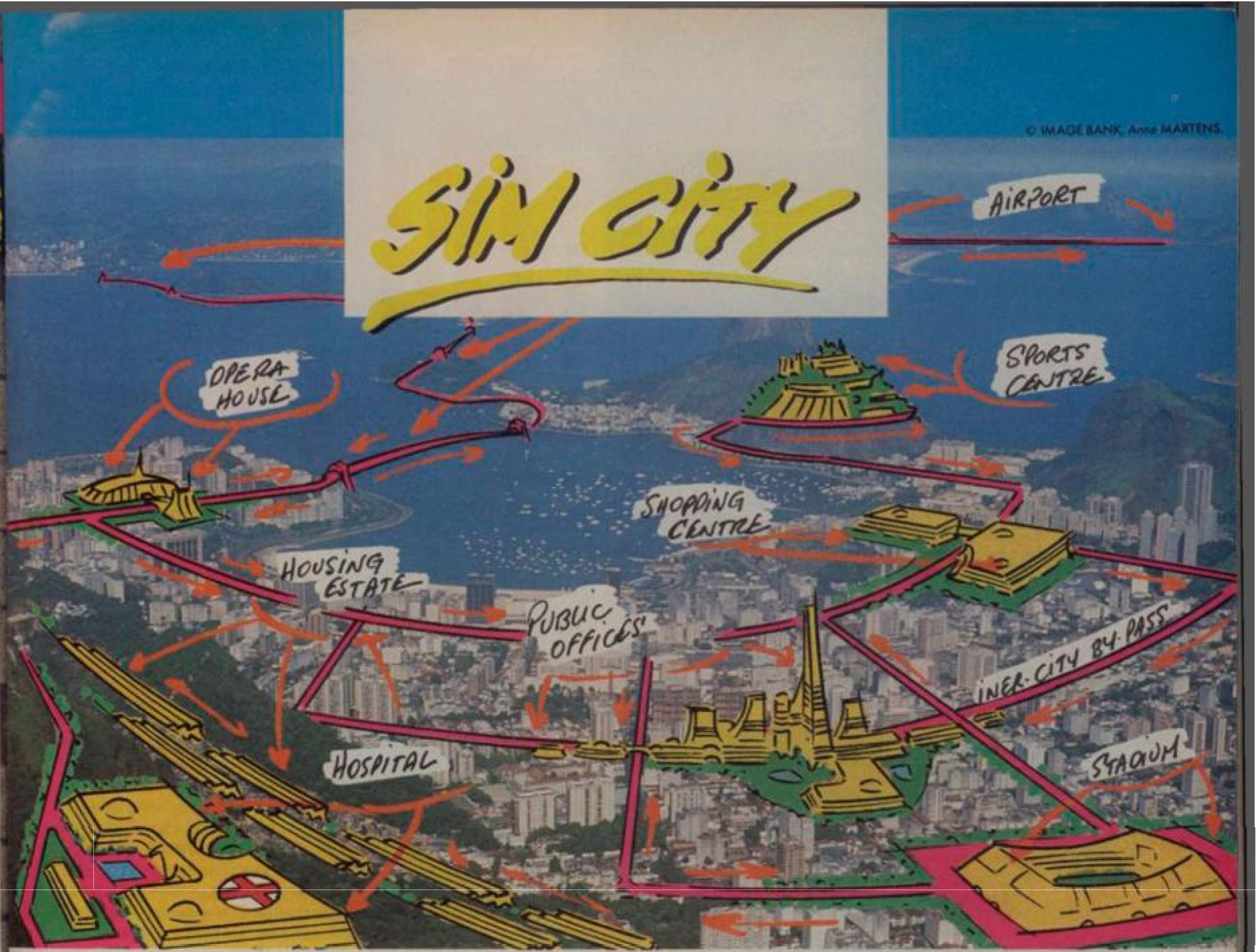
### UPDATE

*Amiga and ST versions of Omnicron Conspiracy are on their way and will at the very least match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.*

| PC | £34.99 |
|---|---|
| GRAPHICS | 77% |
| SOUND | 63% |
| VALUE | 88% |
| PLAYABILITY | 90% |

*A conspiracy on a universal scale means a lot of hard detective work for a Star Cop (as well as a few lucky breaks) but the feeling of accomplishment with each new lead is immense. Rake out the dosh if you fancy your chances at cracking this superb adventure.*

**OVERALL 90%**



© IMAGE BANK, Anne MARTENS.

RIO DE JANEIRO 2019.

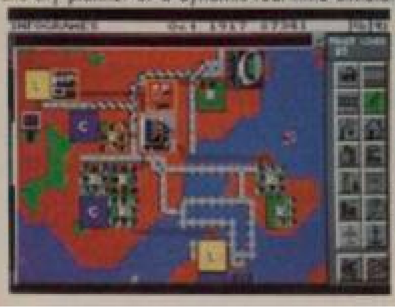
SIM CITY

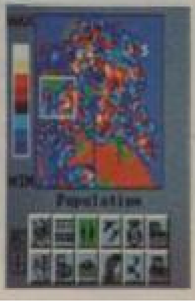
## What you should know about the game of the year.

SIM CITY
MAXIS

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"

Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.

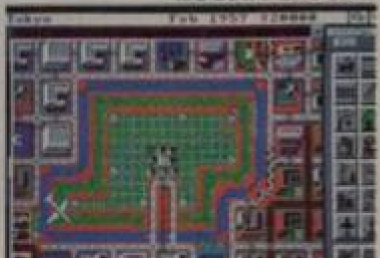




Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real time. Every decision instantly influences the life of your town.

In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.



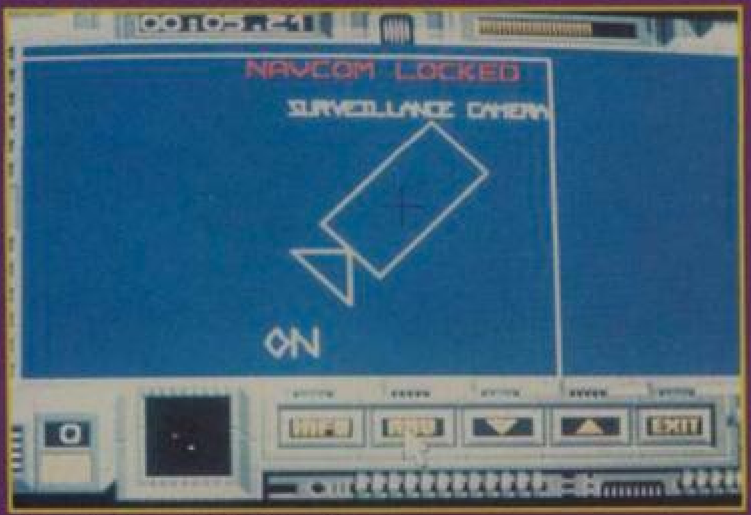
San Francisco

Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

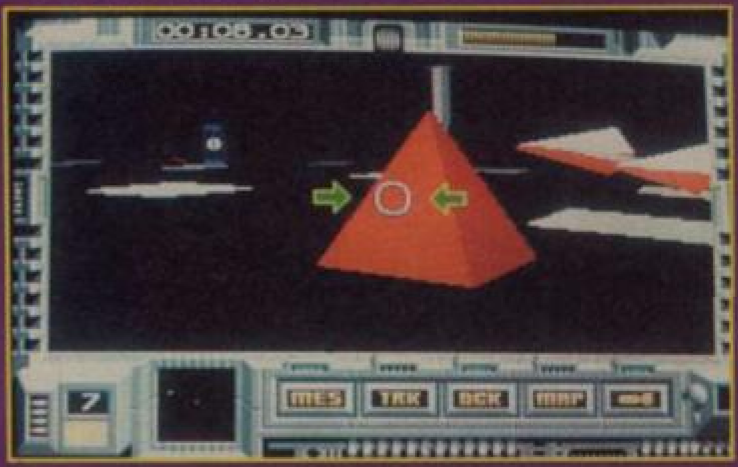
INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES

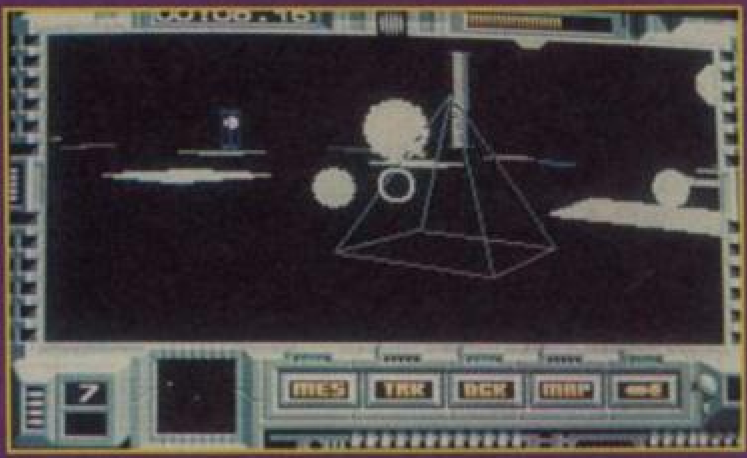
# INTER



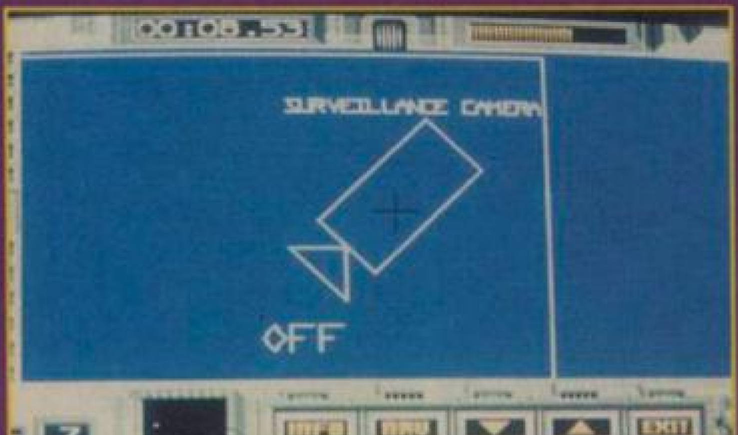
▲ To get past this security camera...



▲ ...locate the circuit.



▲ BLAM!!



▲ ...and the way is clear.

**C+VG HIT!**

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sensory stimulation by plugging their head into a DreamTrack - an electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences.

Chadd is one of the dreamers who actually master these recordings, and he's just found out that his latest track could well destabilise the mind of anyone who plays it. There's only one thing for it - Chadd has to connect his brain to the building's computer and deactivate its security systems, the cameras, pressure pads and floor turntables, while his girlfriend nips up to the top floor of the 25 storey DreamTrack Corporation building, pinches the deadly track and gets out.

As Chadd's brain infiltrates the computer it interprets the electronic surroundings as solid shapes on the surfaces of a multi-level structure of ceilings and floors. Each shape represents a different type of security circuit which Chadd can deactivate with a blast of energy or a homing missile. These weapons also come in handy for destroying patrolling debuggers, which appear as belligerent spacecraft or frogs on unicycles (it's meant to be a dream, remember).

You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than just blasting power.

Chadd is in constant contact with his girlfriend and he can check where she is at any time on a floor blueprint. As she walks the corridors, Chadd has to strategically deactivate security systems so that she can pass through unhindered. Clicking on an object locks it into the Navcom, which indicates the direction of the relevant circuit in the 3D network.

It isn't just a question of switching off everything in her path though. For instance, on

INTER

# RPHASE

**BY IMAGEWORKS**

the first floor, you have to leave a particular security camera switched on so that when the girl passes, it activates a robot which moves out of its room towards the camera. The way the system is timed means that she can just dodge past the robot, and then get safely through the room it's just left.

Unless you're a right old Mr Logic, finding each floor's solution is a matter of trial and error, especially the earlier ones which present you with more and more new components to figure out. Luckily, there's a game save option, so you don't have to start from scratch every time you get zonked.

You're not just going to be playing Interphase for its 3D graphics, excellent though they are. It's the combination of 25 levels of intriguing logic puzzles (50 if you count the return journey which, of course, has to be played backwards) and an imaginative 3D shoot 'em up which make it such a winner. In my opinion, it's one of the few ST games which approaches the standard of thinking gameplay set by Dungeon Master. And that's about the highest praise I can give.

**PAUL GLANCEY**

| ST | £24.99 |
|---|---|
| GRAPHICS | 84% |
| SOUND | 75% |
| VALUE | 89% |
| PLAYABILITY | 90% |

*A wonderfully-executed blend of strategy and arcade action. Superb 3D graphics, hours of intriguing gameplay and a cheeky sample from Pink Floyd's "Wish You Were Here" assure its success.*

**OVERALL 89%**

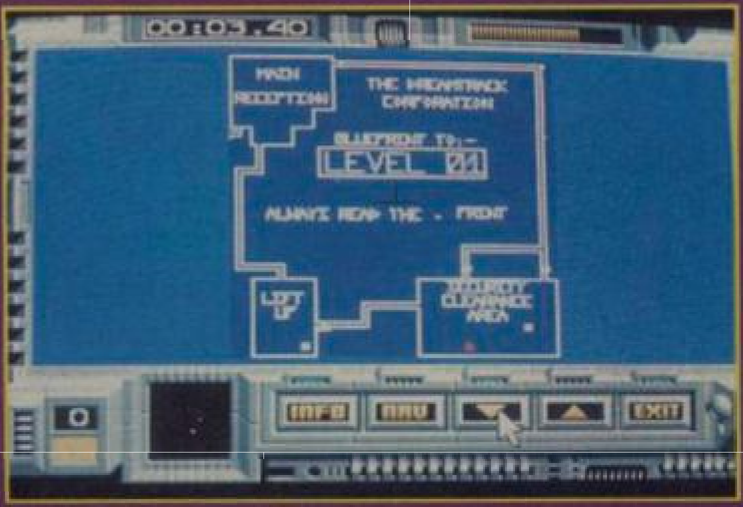
**AMIGA £24.99**

*Completely indistinguishable from the ST version. Brilliant.*

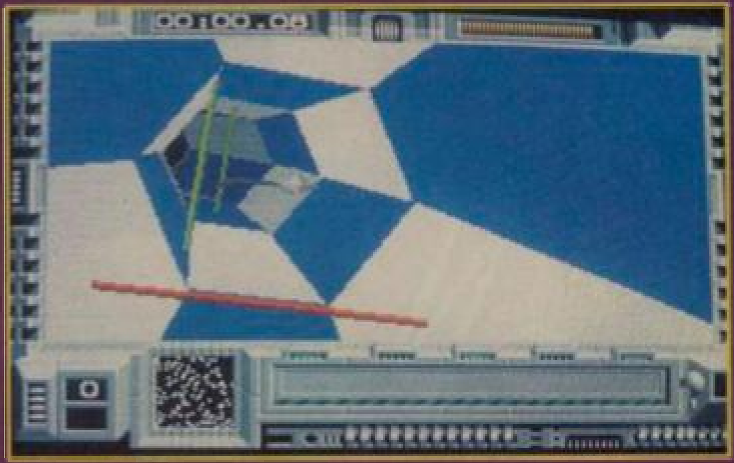
**OVERALL 89%**

**UPDATE**

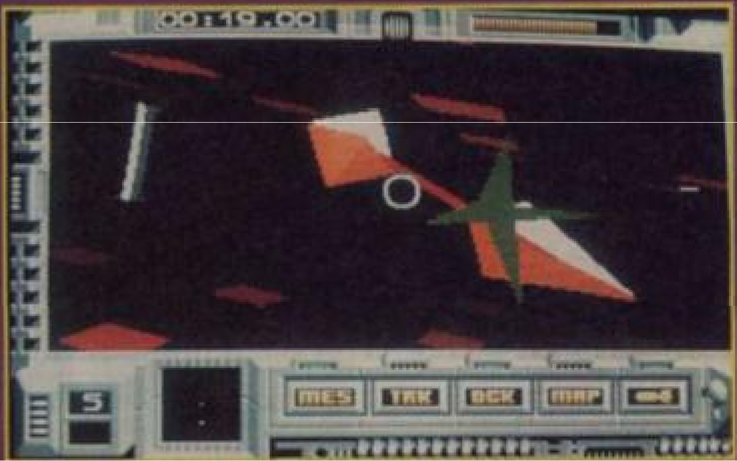
*Expect a very similar PC version at the same price early next year.*


00:03.40
MAIN RECEPTION
THE BREAKTRACK CORPORATION
BLUEPRINT TO:-
LEVEL 01
ALWAYS READ THE . PRINT
LIFT UP
SECURITY CLEARANCE AREA
INFO
NAV
EXIT

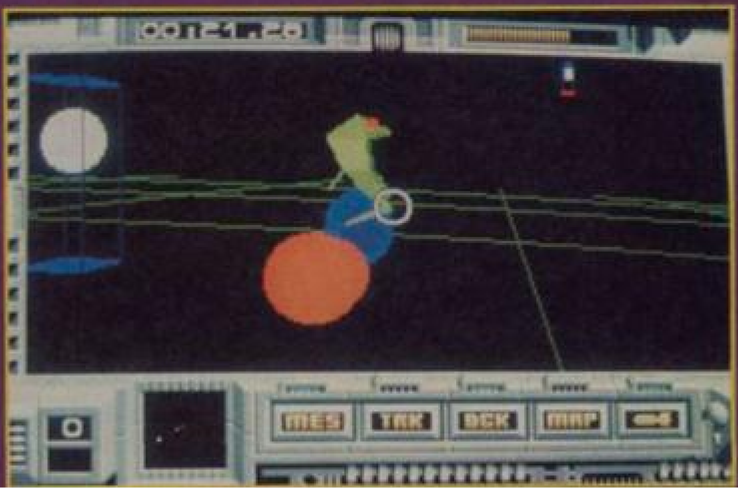
▲ Ground floor. Get from reception to the lift.



▲ Passing between floors means a trip through The Tunnel.


00:19.00
5
MES
TRK
BCK
MAP

▲ A missile streaks towards an attacking ship.


00:21.28
MES
TRK
BCK
MAP

▲ Oho! The old frog on a unicycle bit, eh?

RPHASE

MAGNUM

Lightphaser

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**ROOKIE**

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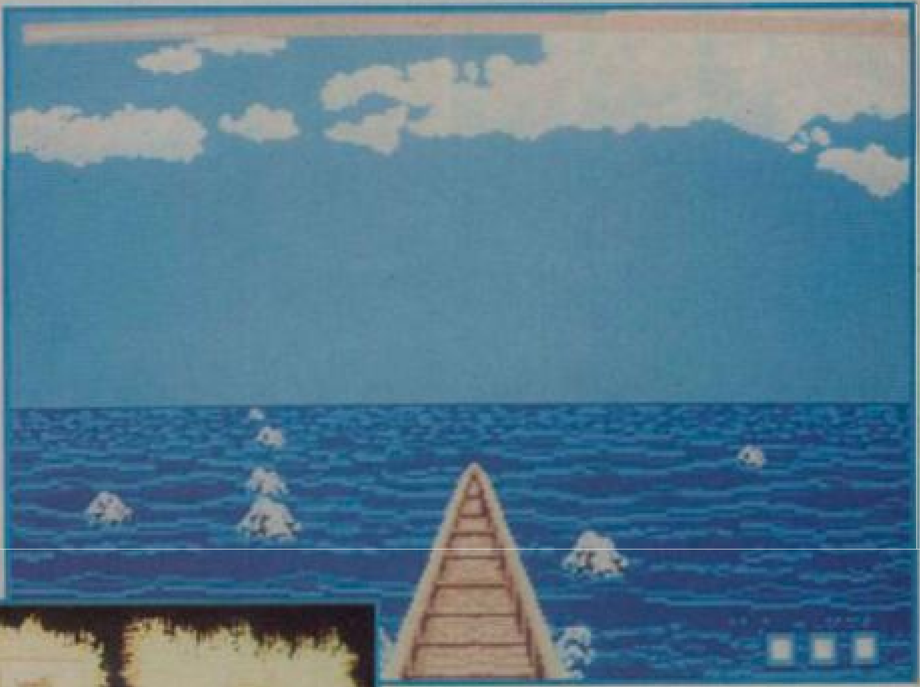
# DAY OF THE PHARAOH

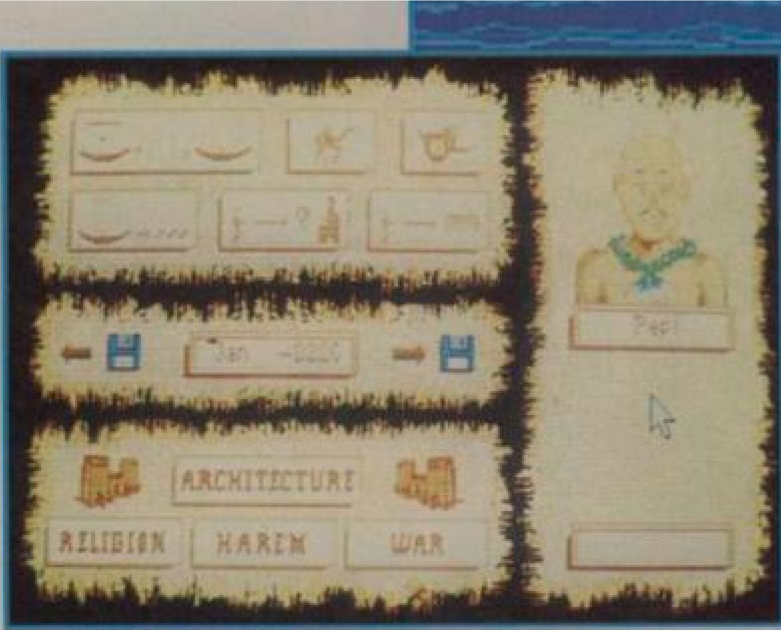


▲ Riding the waves, dodging the rocks.

## BY RAINBOW ARTS

Over 4000 years ago Egypt was a thriving area, until the people lost their Pharaoh. Seth, the God of Evil, ordered rich and powerful people to kill all heirs of the Pharaoh, promising them the throne after doing so. All would have been lost for the Pharaohs were it not for Amon-Re the Sun God, who whisked one young heir away and hid him with the Fellahs, a tribe of workers who had made their home on the banks of the Nile.

Now it is time for you, as that child, to climb the social ladder from not-very-well-off-worker and emerge as rightful heir to the Egyptian throne. With only a few possessions and a ship, given to you by another God, Osiris (an enemy of Seth), you must enter the big, wide world and do what must be done.



▲ Take the Pepi challenge.

Success or failure ultimately depends upon your skills at buying and selling in the markets of the towns and cities which you can sail to in the game.

One of three arcade sequences pop up at certain times. When travelling by sea you must guide your ship (of which only the front-end is shown) through choppy, rock-laden waters viewed in second-person perspective 3D. Hit the rocks three times and the ship sinks.

Now and again a tribe of Phoenician thieves attempt to plunder your craft while in dock. This you must discourage by running up and down the deck, beating off the would-be pilferers with an oar.

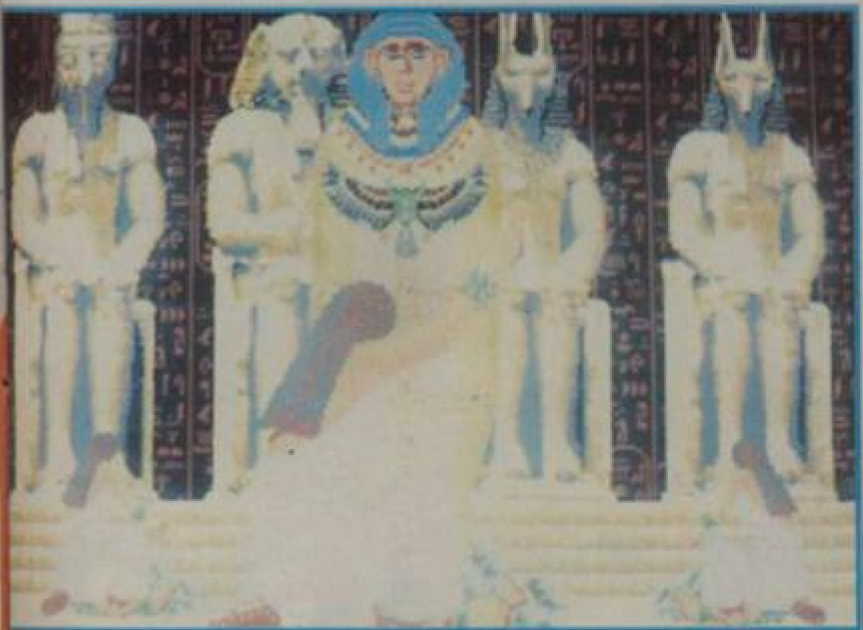
The third action scene is a a horizontally scrolling spear 'em down with you on your chariot, hurling spears at enemy tribesmen on the roadside.

At first I thought this could be fun, but progress through the game is slow and unrewarding, with loading taking more time than actually playing. The buying/selling of goods isn't the most exciting of pastimes and no attempt has been made to make this section look appealing in any way.

The arcade sequences are also poorly designed, and are either far too easy, or incredibly difficult, making the game frustrating and annoying to play.

Day Of The Pharaoh is an admirable attempt at a Cinemaware-style interactive movie game, but unfortunately the poor graphics and gameplay make it a very average game.

**PAUL RAND**



▲ What's she doing...

| ST | £19.99 |
|---|---|
| GRAPHICS | 68% |
| SOUND | 63% |
| VALUE | 53% |
| PLAYABILITY | 51% |

*A very average attempt at a Cinemaware-style game, mostly relying on a rather poor buy/sell strategy. The arcade sequences are also very unexciting.*

**OVERALL 58%**

**AMIGA £24.99**

*Apart from a few cosmetic differences, the game is exactly the same. There just isn't enough entertainment for your money.*

**OVERALL 59%**

# OPERATIO
# THUNDERB

## BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No.1 HIT... OPERATION WOLF...

## NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

## ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

## USE THE LASER SIGHT,

or the bulletproof vest, but watch out for

## AIR-TO-GROUND MISSILES!

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.

OPERATION
THUNDERBOLT

OPERATION INITIATED!
RESCUE ALL HOSTA
LIFE
LIFE

| SPECTRUM<br>AMSTRAD | SPECTRUM<br>AMSTRAD | ATARIST | CBM<br>AMIGA |
|---|---|---|---|
| £9.99 | £14.99 | £19.99 | £24.99 |
| COMMODORE<br>CASSETTE | COMMODORE<br>DISK | | |

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TAITO
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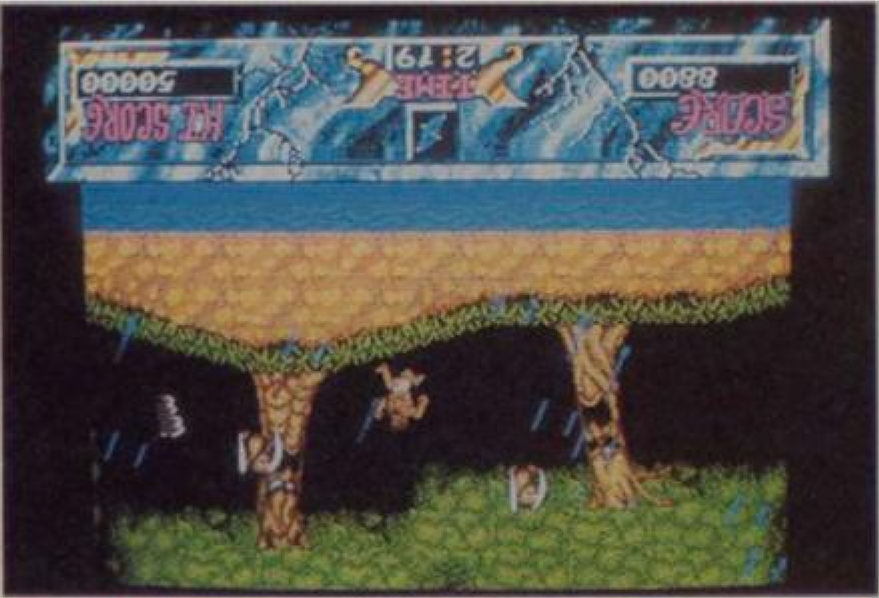
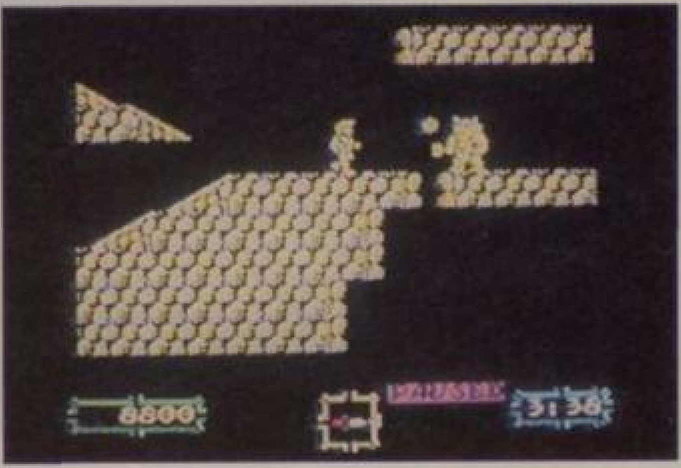
# GHO 'N GHO

▼ Running through the rain in your kex: not recommended.





Kidnappings aren't a modern day thing you know - they used to occur in medieval times too. Then, the abductors were the devil and his disciples. The ransom wasn't a few million in used notes either - the kingdom's for sake in this little caper.

But when the chips are down and things are looking, to say the least, bleak, something must be done. The hostage in question is none other than the king's voluptuous daughter - so it's time to call on Camelot's answer to Rambo, Sir Arthur T Knight, RDD (Rescuer of Damsels in Distress).

Arthur must battle his way through the many lands which make up the kingdom, which is now absolutely infested with Satan's creations. Beginning in the court graveyard and travelling through forests, castles and similarly dangerous areas, Arthur must complete each section within the allotted time limit - if not, the enormous creature at the end of each level will ransack the place and kill everyone, including old Art. Beginning with a magic lance which returns to his hand every time it is thrown, our hero can pick up other weapons carelessly left behind by the enemy. These include razor-sharp frisbees, axes and firebombs, which can be a great help on some levels but a hindrance to progress on others.

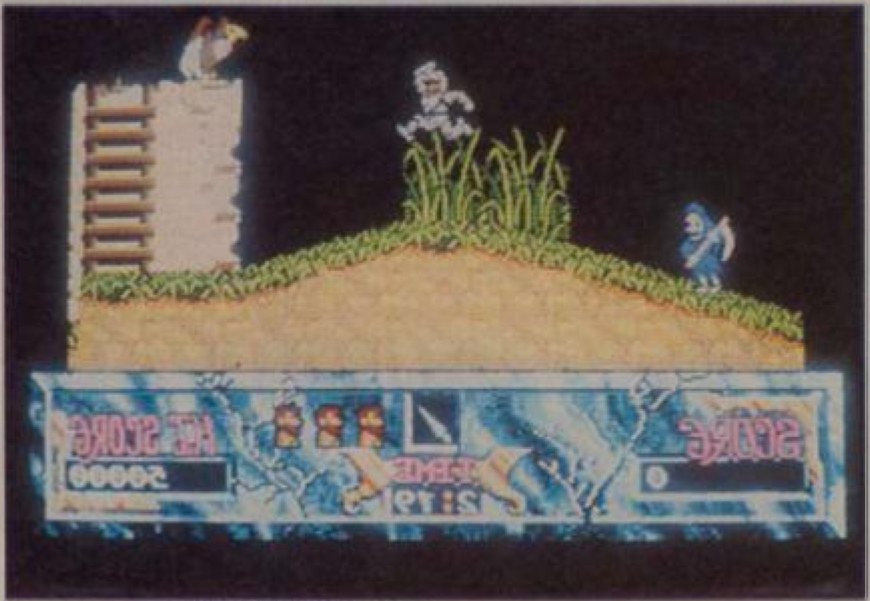
As well as extra weaponry, treasure chests appear from nowhere, some of which contain magic armour with varying powers, including the ability to create a mirror image of its wearer (doubling firepower) and a smart bomb-type effect. Caution is recommended though, as many of the chests contain demons who hurl magic spells, turning the brave knight into an unarmed bow-tie-wearing duck

## BY US GOLD

for a while.

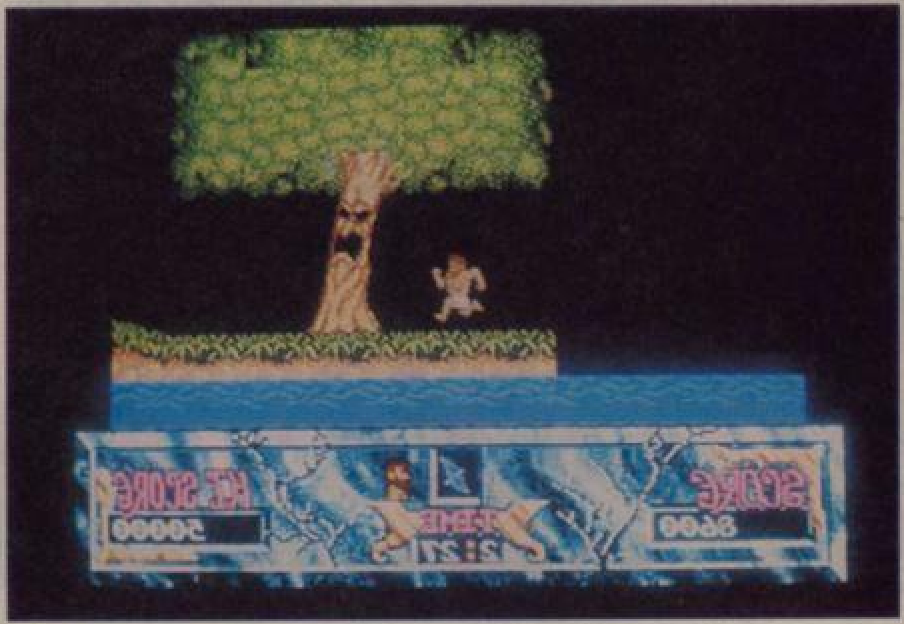
Arthur starts the quest with three lives; if he is hit by a baddie or struck by a weapon he loses his armour and must continue in his natty white boxer shorts until he finds another suit. However, if he is attacked in this semi-naked state, he loses one of his lives and must go back to the beginning of the level.

Ghouls 'n' Ghosts on the ST is an extremely faithful conversion of the coin-op. Most of the original's features have been retained and, although the graphics aren't pixel perfect, they're easily recognisable. The game itself is at first frustrating, with death knocking on the door almost immediately after play has commenced. Once you start to get further and further into each level though, annoyance

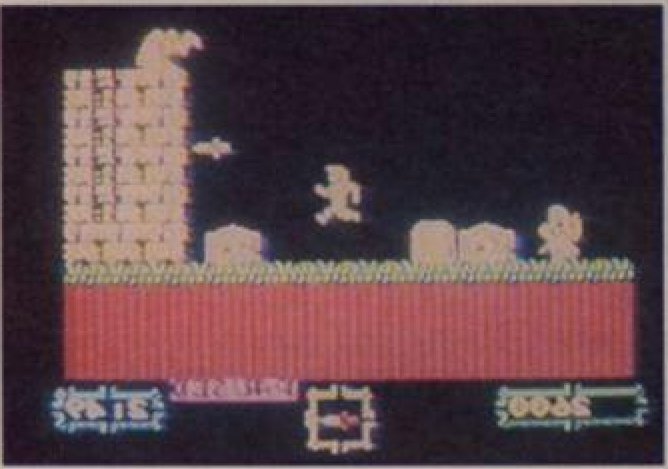


▲ CHAAAARRRRGE!!

# OULS N' OSTS



▲ Ooh! A nasty tree!



**C+VG HIT!**

turns into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghouls 'n' Ghosts is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there, right down to the pouring rain on the forest level. Getting your armour rusty has never been so much fun!

**PAUL RAND**

## UPDATE

*Amiga and C64 Ghouls 'n' Ghosts aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C64 version promises to be the best of the 8 bit conversions!*

| ST | £19.99 |
|---|---|
| GRAPHICS | 89% |
| SOUND | 87% |
| VALUE | 88% |
| PLAYABILITY | 89% |

*An accurate conversion of the hit coin-op that's tough, but very addictive. Go for it!!*

**OVERALL 88%**

**AMSTRAD £9.99**

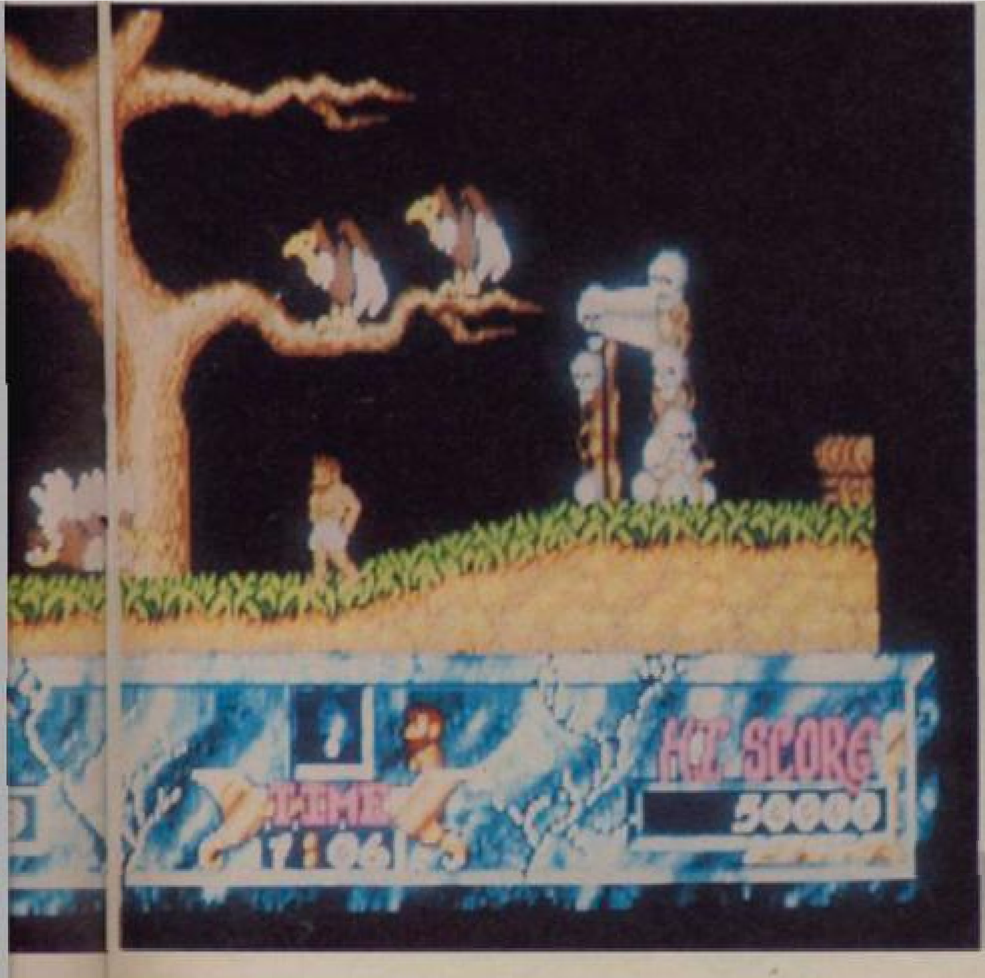
*Masses of colour and loads of playability make up for the shortfalls apparent in the Amstrad version of Ghouls 'n' Ghosts, most notably the push-scroll. As with the others though, it's as good a conversion as could be sensibly expected and you can't ask for more than that.*

**OVERALL 85%**

**SPEC £9.99**

*The graphics are a bit on the titchy side, but it's still a faithful conversion and an enjoyable game which provides plenty of challenge and excitement.*

**OVERALL 85%**



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**SHINOBI**
**DOUBLE DRAGON II**
**GEMINI WING**
**CONTINENTAL CIRCUS**
**SILKWORM**
**NINJA WARRIORS**

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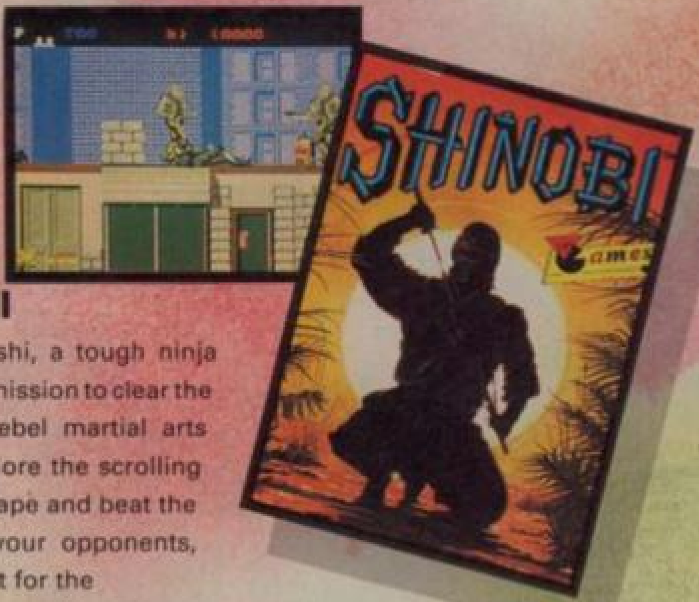

**SHINOBI**

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.

**SILKWORM**

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.

**CONTINENTAL CIRCUS**

Compete in formula one races in Brazil, America, France, Monaco, Germany, Spain and Japan. Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.

**GEMINI WING**

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.

**NINJA WARRIORS**

COMING SOON!

Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum that dare infest your home town. A classic arcade conversion.

COMING SOON!

**DOUBLE DRAGON II**

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.

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| AMSTRAD DISK | £14.99 |

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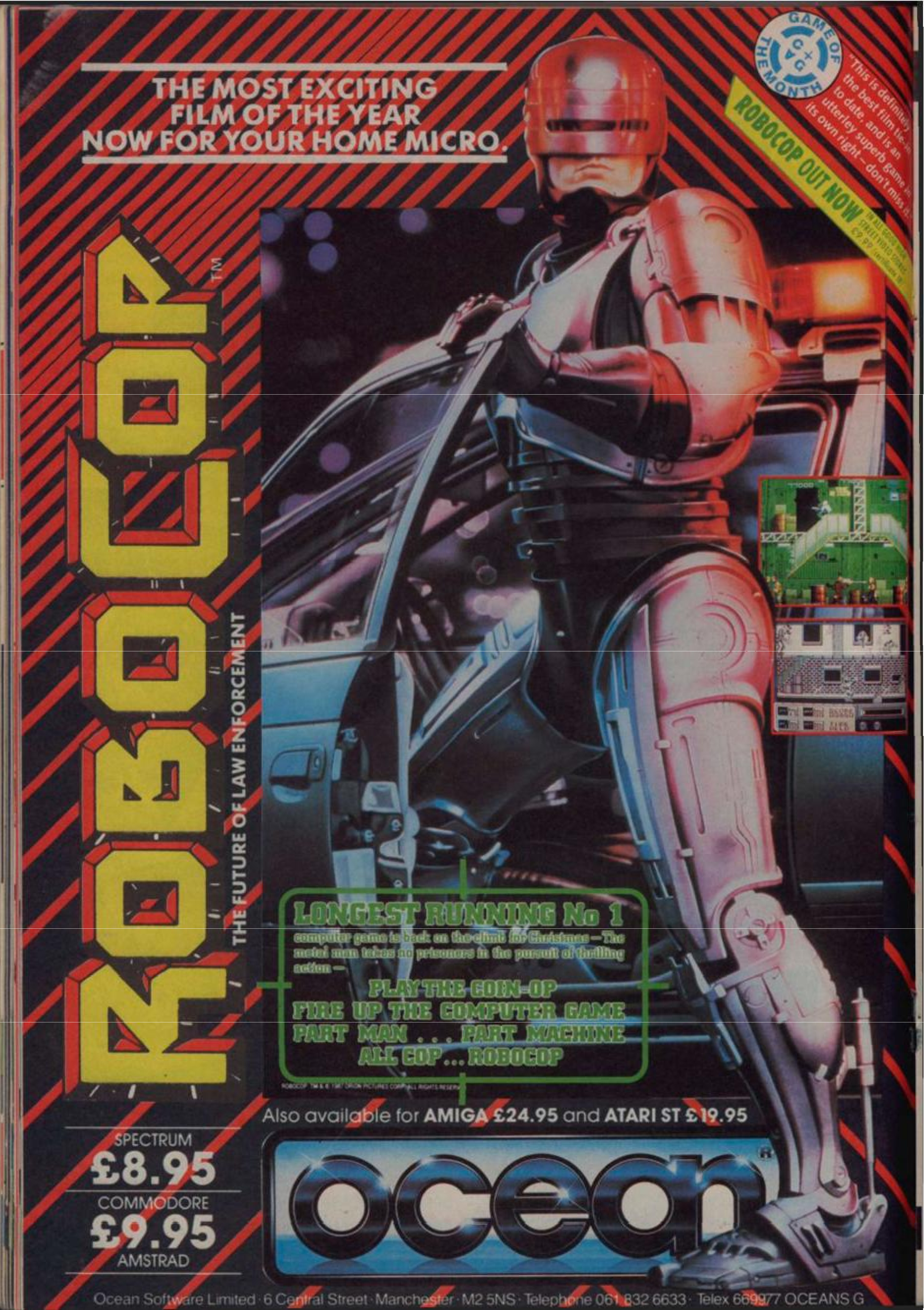
2-4 VERNON YARD
119 PORTOBELLO ROAD
*LONDON W11 2DX*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## AMIGA TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (-) | Xenon II | Imageworks | 96% |
| 2 | (17) | Promised Lands | EA | 85% |
| 3 | (10) | F16 Combat Pilot | DI | 76% |
| 4 | (-) | Bloodwych | Mirrorsoft | 81% |
| 5 | (1) | New Zealand Story | Ocean | 88% |
| 6 | (3) | Populous | EA | 94% |
| 7 | (2) | Robocop | Ocean | 90% |
| 8 | (6) | Kick Off | Anco | 84% |
| 9 | (15) | Falcon Missions | Mirrorsoft | 93% |
| 10 | (4) | Honda RVF | Microprose | 82% |
| 11 | (-) | Falcon | Mirrorsoft | 93% |
| 12 | (-) | Shadow o/t Beast | Psygnosis | 78% |
| 13 | (5) | Test Drive II | Accolade | 90% |
| 14 | (-) | Passing Shot | Imageworks | 65% |
| 15 | (8) | Rick Dangerous | Firebird | 87% |
| 16 | (14) | Indiana Jones | US Gold | 81% |
| 17 | (16) | Vigilante | US Gold | 81% |
| 18 | (13) | Lombard RAC Rally | Mandarin | 83% |
| 19 | (18) | Grand Prix Circuit | Accolade | 75% |
| 20 | (12) | Forgotten Worlds | US Gold | 92% |

*At last Xenon II is out, and, as everyone predicted, it's hyper-drived straight to the number one position. Long-awaited role-player Bloodwych is another high climber for Mirrorsoft, stepping swiftly into fourth position.*

### PG'S TIPS

*SHADOW OF THE BEAST: Expensive and bland sort of game, but flash graphics and sound are winning it a lot of fans. Expect it to climb higher.*
*BATMAN - THE MOVIE: Out as you read this, and probably already streaking up the chart.*
*INDY ADVENTURE GAME: All the thrills of the film! So good, even C+VG's die-hard blasters are hooked!*

### OUTSIDE BET

*STUNT CAR RACER: Superb racing simulator just hitting the shelves.*

## ATARI ST TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (-) | Xenon II | Mirrorsoft | 94% |
| 2 | (-) | Promised Lands | EA | 85% |
| 3 | (-) | Bloodwych | Mirrorsoft | 81% |
| 4 | (5) | Falcon Missions | Mirrorsoft | 88% |
| 5 | (1) | New Zealand Story | Ocean | 88% |
| 6 | (4) | Indiana Jones | US Gold | 81% |
| 7 | (-) | Populous | EA | 94% |
| 8 | (7) | Falcon | Mirrorsoft | 93% |
| 9 | (6) | Kick Off | Anco | 84% |
| 10 | (-) | Passing Shot | Imageworks | 61% |
| 11 | (-) | TV Sports Football | Mirrorsoft | 87% |
| 12 | (3) | Robocop | Ocean | 90% |
| 13 | (9) | Forgotten Worlds | US Gold | 88% |
| 14 | (12) | Out Run | Klassix | 75% |
| 15 | (-) | APB | Domark | 78% |
| 16 | (-) | Rocket Ranger | Mirrorsoft | 82% |
| 17 | (2) | Story So Far | Elite | 85% |
| 18 | (-) | Blood Money | Psygnosis | 84% |
| 19 | (-) | Postman Pat | Alternative | 69% |
| 20 | (14) | Lombard RAC Rally | Mandarin | 83% |

*Wow! Action and adventure as three new releases jump straight into the top of the chart. We expected Xenon II's instant rise but it's surprising to see Bloodwych and Promised Lands up there so soon.*

### PG'S TIPS

*BATMAN: Just out and headin' on up already, no doubt.*
*STUNT CAR RACER: Microstyle's 3D stomach-churner of a race game. Great stuff.*
*INDY ADVENTURE GAME: Lucasfilm's superb adventure game with universal appeal.*

### OUTSIDE BET

*TOWER OF BABEL: Intriguing 3D puzzle game from Microprose, which is sure to attract a fair bit of interest.*

### HOW THE CHARTS ARE CREATED

**Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.**

# ALL FORMA

▲ Vigilante thumps enough slime to make 17th place.

▲ Xenon II warps out of hyperspace at last.

▲ MiG 29 begins its descent.

▲ 8 bit Batman swings into fourth position.

| | | GAME | COMPANY |
|---|---|---|---|
| 1 | (1) | CRAZY CARS | HIT SQUA |
| 2 | (2) | INDIANA JONES | US GOLD |
| 3 | (4) | ROBOCOP | OCEAN |
| 4 | (-) | BATMAN-MOVIE | OCEAN |
| 5 | (6) | YIE AR KUNG FU | HIT SQUA |
| 6 | (3) | GREEN BERET | HIT SQUA |
| 7 | (10) | N ZLAND STORY | OCEAN |
| 8 | (15) | BATMAN '88 | OCEAN |
| 9 | (-) | XENON II | IMAGEWO |
| 10 | (5) | ENDURO RACER | HIT SQUA |
| 11 | (9) | MiG 29 | CODE MST |
| 12 | (-) | SPITFIRE 40 | ALTERNAT |
| 13 | (-) | RICK DANGEROUS | MICROPRO |
| 14 | (8) | POSTMAN PAT | ALTERNAT |
| 15 | (12) | SCOOBY DOO | ENCORE |
| 16 | (-) | PASSING SHOT | IMAGE WO |
| 17 | (-) | VIGILANTE | US GOLD |
| 18 | (-) | APB | DOMARK |
| 19 | (-) | TOP GUN | HIT SQUA |
| 20 | (13) | DRAGON NINJA | OCEAN |

After months of chart domination by budget software, full price games are hitting back. Still, it's a shame about crappy old Crazy Cars holding the number one position, when more deserving titles like - well, just about any of

# ATS TOP 20

| ANY | SPEC | AMS | C64 | ST | AM |
|---|---|---|---|---|---|
| QUAD | ● | ● | ● | - | - |
| LD | ● | ● | ● | ● | ● |
| N | ● | ● | ● | ● | ● |
| N | ● | ● | ● | - | - |
| QUAD | ● | ● | ● | - | - |
| QUAD | ● | ● | ● | - | - |
| N | ● | ● | ● | ● | ● |
| N | ● | ● | ● | ● | ● |
| EWORKS | - | - | - | ● | ● |
| QUAD | ● | ● | ● | - | - |
| MSTRS | ● | ● | ● | - | - |
| RNATIVE | ● | ● | ● | ● | - |
| PROSE | ● | ● | ● | ● | ● |
| RNATIVE | ● | ● | ● | ● | ● |
| RE | ● | ● | ● | - | - |
| E WORKS | ● | ● | ● | ● | ● |
| LD | ● | ● | ● | ● | ● |
| RK | ● | ● | ● | ● | ● |
| QUAD | ● | ● | ● | - | - |
| N | ● | ● | ● | ● | ● |

the other games in the chart - are left floundering in the chart's nether regions. It's even pipped the immense new Batman game, but expect the Dark Knight to take the top spot next month, after the superb 16 bit versions have been released.

▲ *Indy hangs around in second place.*

▲ *His friendly smile earns Green Beret sixth position.*

▲ *We've a hunch Scooby won't be at 19 next month.*

▲ *Passing Shot - surprisingly popular for poor service.*

## C64 TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Crazy Cars | Hit Squad | 55% |
| 2 | (3) | Pitstop II | Kixx | 85% |
| 3 | (-) | Batman | Ocean | 92% |
| 4 | (6) | Indiana Jones | US Gold | 80% |
| 5 | (5) | Robocop | Ocean | 84% |
| 6 | (11) | New Zealand Story | Ocean | 83% |
| 7 | (10) | Yie Ar Kung Fu | Hit Squad | 79% |
| 8 | (9) | Summer Games | Kixx | 77% |
| 9 | (4) | Enduro Racer | Hit Squad | 38% |
| 10 | (2) | Green Beret | Hit Squad | 81% |
| 11 | (15) | Batman '88 | Ocean | 80% |
| 12 | (17) | Spitfire 40 | Alternative | 49% |
| 13 | (13) | Double Dragon | Melbrn Hse | 45% |
| 14 | (17) | APB | Domark | 65% |
| 15 | (14) | Dragon Ninja | Ocean | 81% |
| 16 | (20) | 1942 | Encore | 67% |
| 17 | (-) | Top Gun | Hit Squad | 29% |
| 18 | (-) | Treble Champions | Challenge | 79% |
| 19 | (7) | Scooby Doo | Encore | 61% |
| 20 | (-) | Emlyn's Soccer | Audiogenic | 94% |

*Yeurrgh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old jalopy? Hopefully one of Hit Squad's better rereleases will displace it by next month.*

### PG'S TIPS

*STUNT CAR RACER: Just as good on the 64 as it is on the 16 bits - a major contribution to road unsafety.*
*MYTH: Great graphics make this arcade adventure something really special.*
*THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day, though.*

### OUTSIDE BET

*WIZBALL: One of the best blasts ever for the C64 - at budget price! It's got to be big!*

## SPECTRUM TOP 20

*Spectrum owners are stricken with Batmania, which is good news for Ocean who have all three of their Batgames on the shelves, earning a mint. As usual, budget games dominate.*

### PG'S TIPS

*UNTOUCHABLES: Terrific adaptation of the movie, which is bound to go far.*
*C&VG COIN-OP HITS: Superb compilation of five US Gold arcade classics - got to be a hit! (whaddayamean - biased?)*
*TURBO ESPRIT: Action-packed speed cop game, re-released at a budget price.*

### OUTSIDE BET

*IRON LORD: Ubisoft's garlicky medieval romp, with lots of arcading and adventuring going for it.*

| | | | | |
|---|---|---|---|---|
| 1 | (-) | Batman | Ocean | 92% |
| 2 | (2) | Crazy Cars | Hit Squad | 60% |
| 3 | (1) | Batman '88 | Hit Squad | 80% |
| 4 | (7) | T I Dizzy | Code Mstrs | 75% |
| 5 | (1) | Indiana Jones | US Gold | 81% |
| 6 | (6) | Enduro Racer | Hit Squad | 87% |
| 7 | (11) | Robocop | Ocean | 69% |
| 8 | (5) | Postman Pat | Alternative | 70% |
| 9 | (13) | Scooby Doo | Encore | 75% |
| 10 | (10) | MiG 29 | Code Mstrs | 35% |
| 11 | (4) | Green Beret | Hit Squad | 85% |
| 12 | (8) | M Carlo Casino | Code Mstrs | 77% |
| 13 | (-) | Yie Ar Kung Fu | Hit Squad | 70% |
| 14 | (7) | Daley's Decathlon | Hit Squad | 69% |
| 15 | (-) | Spitfire 40 | Alternative | 69% |
| 16 | (17) | Pro Powerboat Sim | Code Mstrs | 70% |
| 17 | (-) | Batman 3D | Hit Squad | 82% |
| 18 | (-) | New Zealand Story | Ocean | 80% |
| 19 | (16) | Fast Food | Code Mstrs | 59% |
| 20 | (-) | Cup Football | D&H Games | 72% |

## THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONACO GP (ARCADES), INDY ADVENTURE (PC), F-15 STRIKE EAGLE II (PC), EARTHSHAKER (PIN TABLE)

PAUL GLANCEY: FINAL LAP TWIN (PC ENGINE), DRAGON SPIRIT (PC ENGINE), INDY ADVENTURE (ST), INTERPHASE (ST)

PAUL RAND: STUNT CAR RACER (C64), ROCK 'N' ROLL (AMIGA), SHADOW OF THE BEAST (AMIGA), WONDERBOY III (SEGA)

# Kenny Dalglish SOCCER MANAGER

Cognito, the full-priced arm of award-winning outfit Zeppelin Games, brings you the ultimate football manager licence; the most respected chief in the game and the professional's choice - Kenny Dalglish.

Kenny Dalglish has brought all the Liverpool discipline and flair of his playing days to the most demanding managerial post in soccer - Liverpool Football Club Manager.

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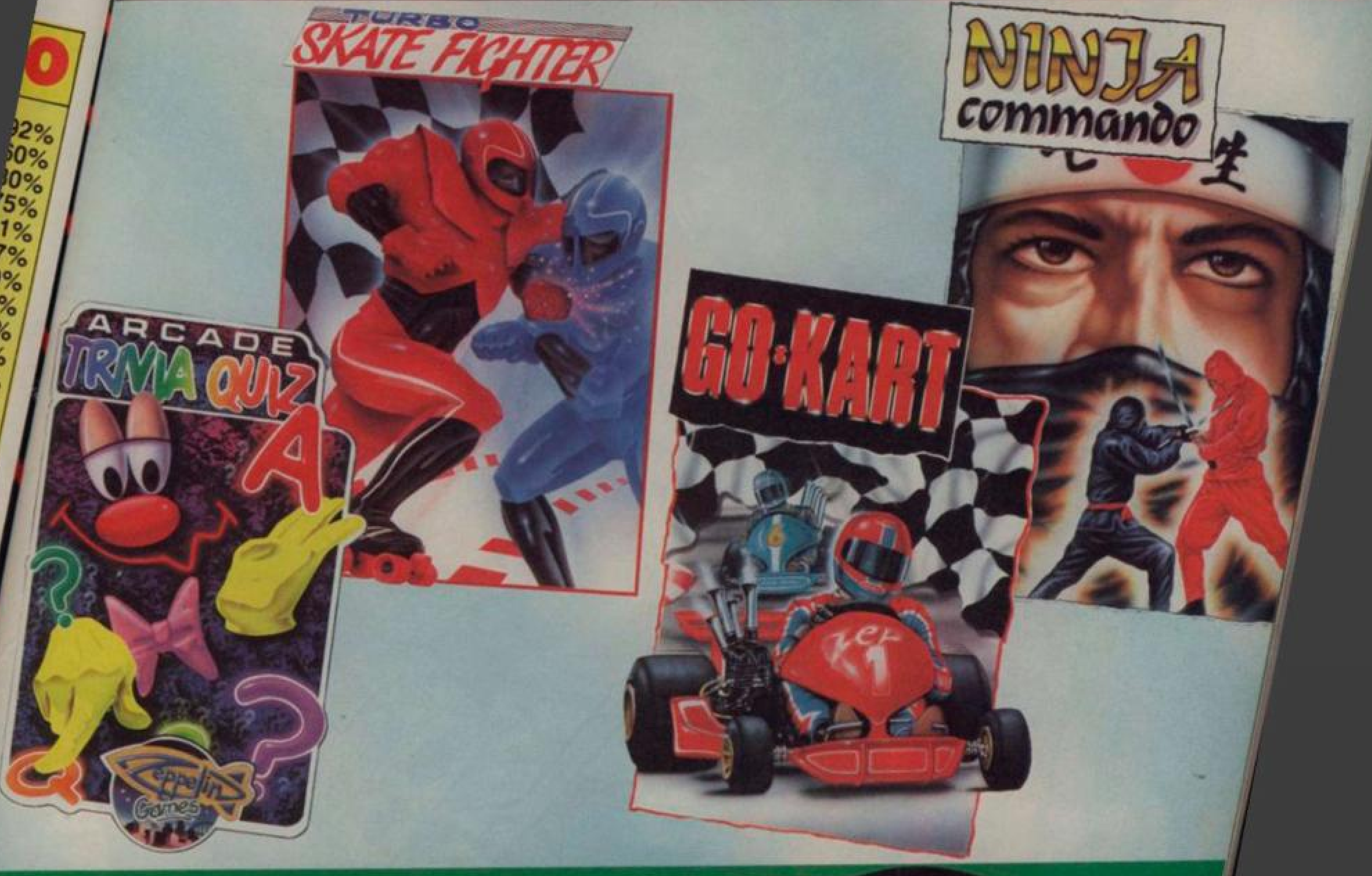
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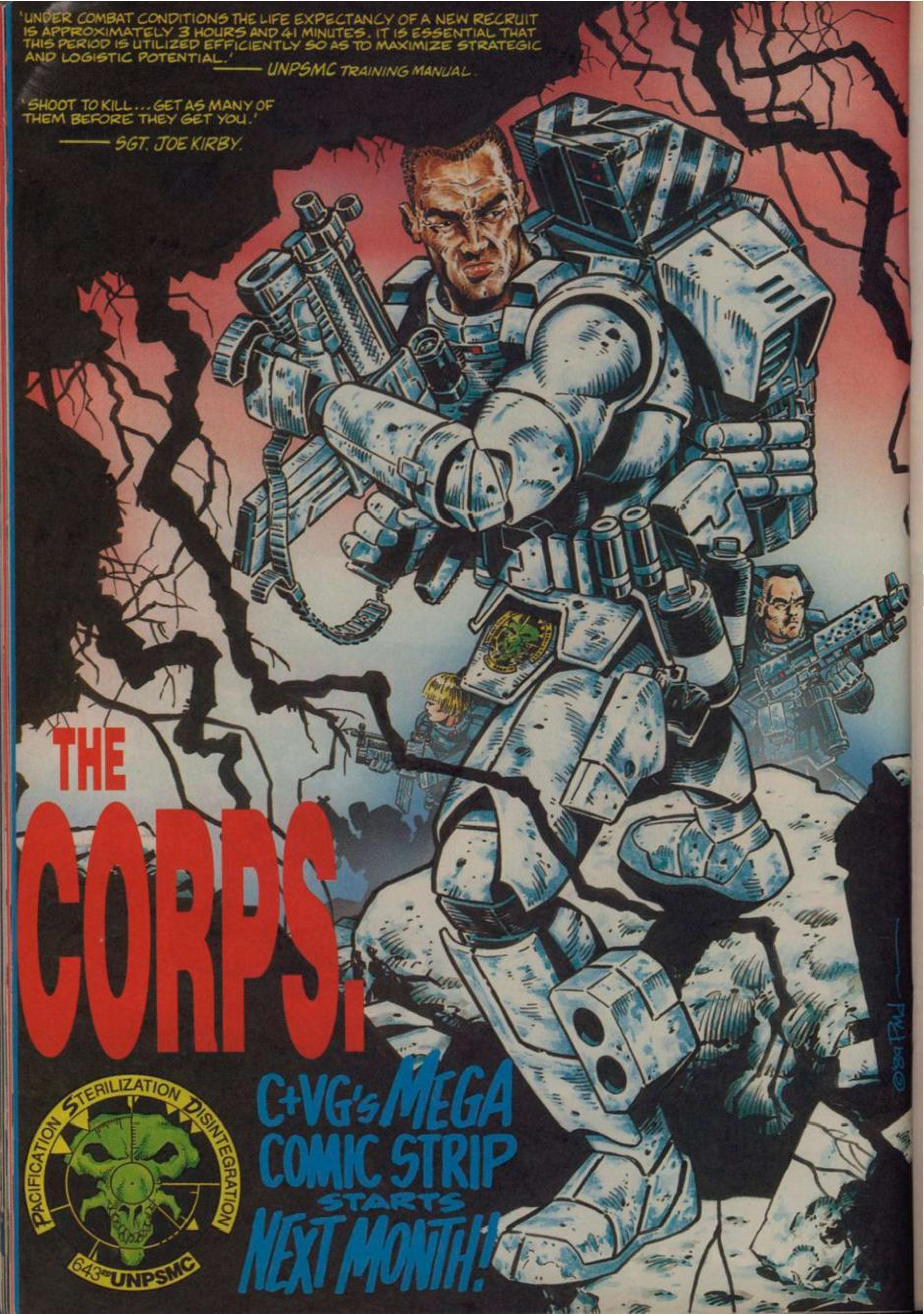
'UNDER COMBAT CONDITIONS THE LIFE EXPECTANCY OF A NEW RECRUIT IS APPROXIMATELY 3 HOURS AND 41 MINUTES. IT IS ESSENTIAL THAT THIS PERIOD IS UTILIZED EFFICIENTLY SO AS TO MAXIMIZE STRATEGIC AND LOGISTIC POTENTIAL.'
—— UNPSMC TRAINING MANUAL.
'SHOOT TO KILL... GET AS MANY OF THEM BEFORE THEY GET YOU.'
—— SGT. JOE KIRBY.
THE CORPS.
C+VG's MEGA COMIC STRIP STARTS NEXT MONTH!
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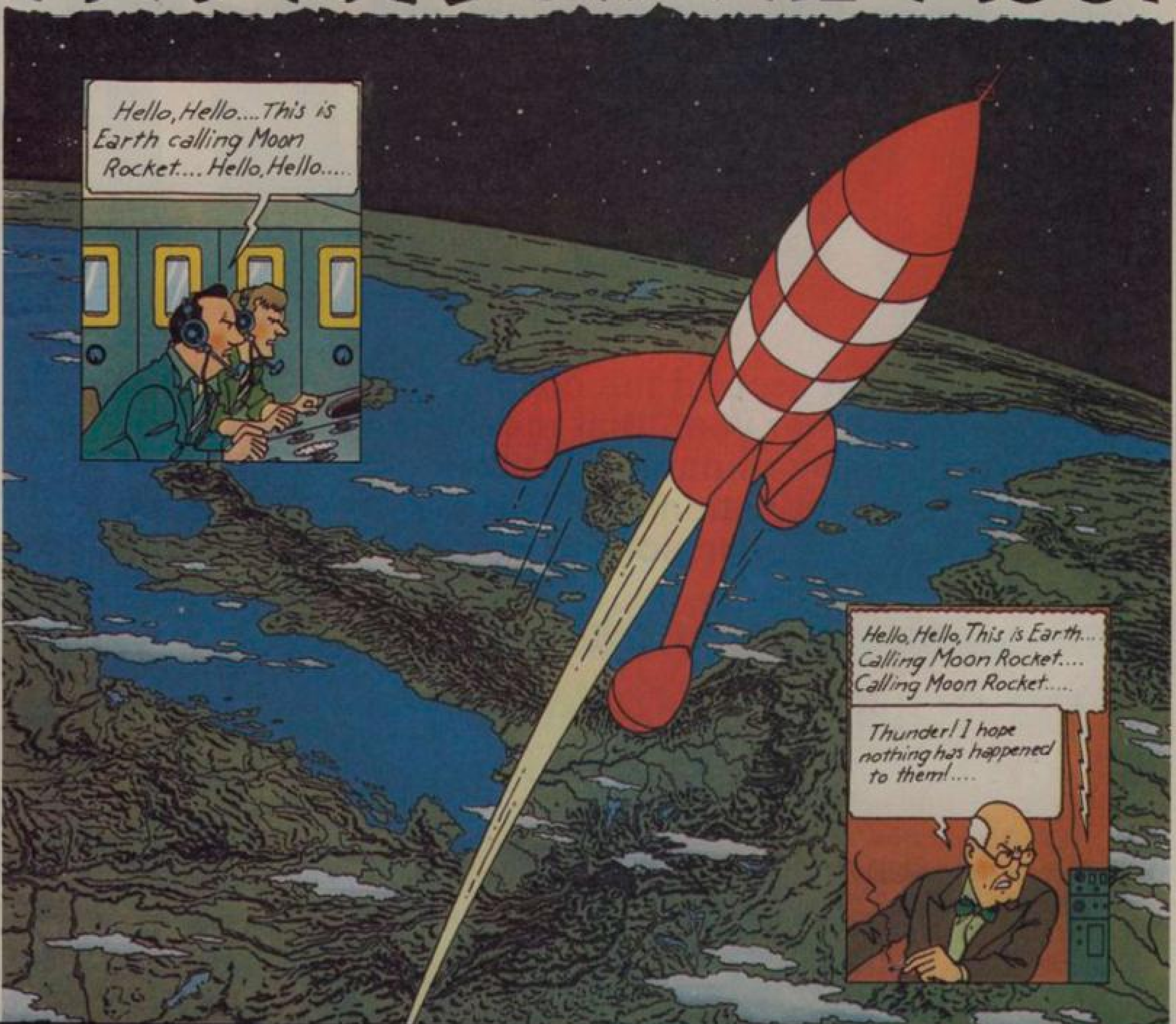
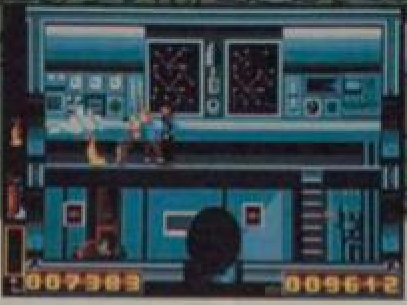
# TINTIN ON THE MOON


Hello, Hello.... This is Earth calling Moon Rocket.... Hello, Hello....
Hello, Hello, This is Earth... Calling Moon Rocket.... Calling Moon Rocket....
Thunder! I hope nothing has happened to them!....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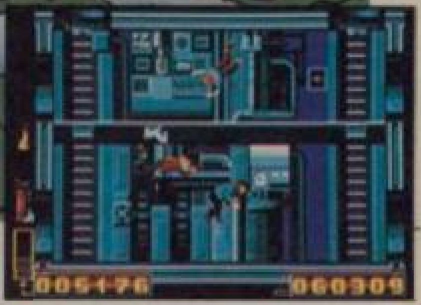
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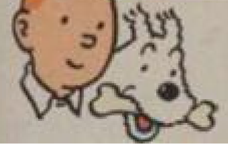

"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained conciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!

TINTIN
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# COMPILATI

**Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...**

## C+VG COIN-OP HITS

CONTENTS:
THUNDERBLADE
BIONIC COMMANDO
ROADBLASTERS
OUTRUN
SPY HUNTER

**SPECTRUM £12.99**

*An excellent all-round coin-op compilation with a neat mix of titles ranging from the classic Spy Hunter to last year's Christmas biggie, Thunderblade. Outrun is getting on a bit and has a stupid multi-load system, but Thunderblade and Bionic Commando are both superb.*

**OVERALL 87%**

**AMSTRAD £12.99**

*Hours and hours of fun are on offer with this package. Outrun is dire, but the other games in this package range from very good to excellent. Definitely one for arcade junkies.*

**OVERALL 83%**

**C64 £12.99**

*Thunderblade and Outrun are good. Spy Hunter is superb, but the star of the package is Bionic Commando, which sports some brilliant platform action and some amazing soundtracks. If you're a C64 owner who enjoys coin-op conversions, don't miss this bundle of goodies.*

**OVERALL 87%**

## THALAMUS: THE HITS

CONTENTS:
SANXION
DELTA
QUEDEX
ARMALYTE
HUNTER'S MOON
HAWKEYE

**C64 £12.99**

*A stunning package of some of the best C64 games ever. Hawkeye is good, Hunter's Moon is a stunning visual and aural experience, Quedex is weird, but very playable. Sanxion is ageing, but is still a good blast, and Armalyte and Delta are two of the best shoot 'em ups on the C64. And just to make the package even more worthwhile, Delta features the best computer soundtrack ever written, and a fantastic Mix-e-lode music loading system. An absolute must for every C64 owner.*

**OVERALL 97%**

## STAR WARS TRILOGY

CONTENTS:
STAR WARS
EMPIRE STRIKES BACKS
RETURN OF THE JEDI

**SPECTRUM £12.9**

*The first two vector graphic Star Wars games are nicely executed, and contain all the features of the original, the third one is a bit of a disappointment. One for the collectors...*

**OVERALL 78%**

**AMSTRAD £12.99**

*The vector games are both excellent renditions of the arcade originals, and Return of the Jedi, although juddery is colourful and playable. Recommended.*

**OVERALL 80%**

**C64 £12.99**

*The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a consequence, with slow frame update making the game jerky to look at and tricky to play. The Return of the Jedi is blocky and doesn't really capture the atmosphere of the arcade original.*

**OVERALL 63%**

**ST £24.99**

*Star Wars and Empire Strikes Back are both virtually indistinguishable from the arcade versions. Return of the Jedi packs all the features of the coin-op, but is let down by poor graphics and occasionally quirky gameplay. Still, this is a superb package for Star Wars fans.*

**OVERALL 81%**

**AMIGA £24.99**

*Exactly the same criticisms as the ST package - the only difference is the clearer sampled speech on all the games. Star Wars fans shouldn't miss this.*

**OVERALL 81%**

# ON CRAZZZY

## WINNERS

**CONTENTS:**
**BLASTEROIDS**
**THUNDERBLADE**
**LED STORM**
**IMPOSSIBLE MISSION II**
**INDIANA JONES AND THE TEMPLE OF DOOM (NOT ON ST AND AMIGA VERSIONS)**

**SPECTRUM £12.99**
*Blasteroids, Impossible Mission II and Thunderblade are great, LED Storm is average and Indiana Jones is simply inept. Still, this is a decent compilation that offers hours of play.*
**OVERALL 80%**

**AMSTRAD £12.99**
*Again, the only poor game on this compilation is Indiana Jones. Blasteroids and Thunderblade are both great; combined with the other titles, this is a compilation that will keep you amused all Christmas.*
**OVERALL 81%**

**C64 £12.99**
*Impossible Mission II is a classic, while the others, apart from the horrible Indy game, are good, solid titles offering loads in the way of fun and addiction.*
**OVERALL 81%**

**ST £24.99**
*Apart from LED Storm, which is a bit of a weedy game, the games on this compilation offer a decent mix of blasting and adventuring. Recommended.*
**OVERALL 79%**

**AMIGA £24.99**
*Similar to the ST package, but all the games have improved graphics and sound. Featuring a decent mix of titles, Winners is an entertaining compilation of shooting and arcade adventuring.*
**OVERALL 80%**

## LIGHT FORCE

**CONTENTS:**
**IK+**
**VOYAGER**
**BATMAN**
**R-TYPE**

**ST £24.99**
*An interesting mix of titles make this a very tasty package. International Karate + is a fantastic fighting game full of action and utterly addictive, Voyager is a neat and thoughtful 3D battle game which has plenty of depth, Batman (not the game of the film, but Ocean's game of the comic) is an interesting arcade adventure and R-Type is the faithful, if slightly jerky conversion of Irem's classic horizontally scrolling arcade shoot 'em up.*
**OVERALL 84%**

**AMIGA £24.99**
*All the games on this compilation feature better graphics and sound than their ST counterparts, making Light Force the best Amiga compilation available at present. Put it on your Christmas list.*
**OVERALL 87%**

## DARK FORCE

**CONTENTS:**
**LAST NINJA II**
**DARK SIDE**
**BATMAN**
**R-TYPE**

**SPECTRUM £12.99**
*Containing a mixture of shooting, adventuring and fighting, Dark Force is a powerful package of high quality games. Last Ninja II is great, R-Type is one of the best ever Spectrum shoot 'em ups, Batman (again, not the game of the film) is brill and Dark Side is an engrossing and atmospheric 3D arcade adventure.*
**OVERALL 84%**

**AMSTRAD £12.99**
*R-Type is a bit wobbly on the Amstrad but Dark Side, Batman and Last Ninja II are all great, making this a good value for money compilation which will keep you glued to your Amstrad.*
**OVERALL 81%**

**C64 £12.99**
*A great compilation, let down only by the slow and rather cumbersome Dark Side. There's hours and hours of play in this one.*
**OVERALL 81%**

## 100% DYNAMITE

**CONTENTS:**
**AFTERBURNER**
**LAST NINJA II**
**WEC LE MANS**
**DOUBLE DRAGON**

**SPECTRUM £14.99**
*A big-name game compilation which doesn't quite live up to expectations. Double Dragon isn't a lot of fun, Afterburner is alright, but gets repetitive and the other two games are very good. Check out other compilations before making a buying decision.*
**OVERALL 73%**

**AMSTRAD £14.99**
*Afterburner is slightly better on this version, but otherwise similar criticisms apply to the Spectrum package - shop around before buying.*
**OVERALL 75%**

**C64 £14.99**
*Afterburner, WEC Le Mans and Double Dragon are all dire, making this very poor value for money. Go for Dark Force instead.*
**OVERALL 51%**

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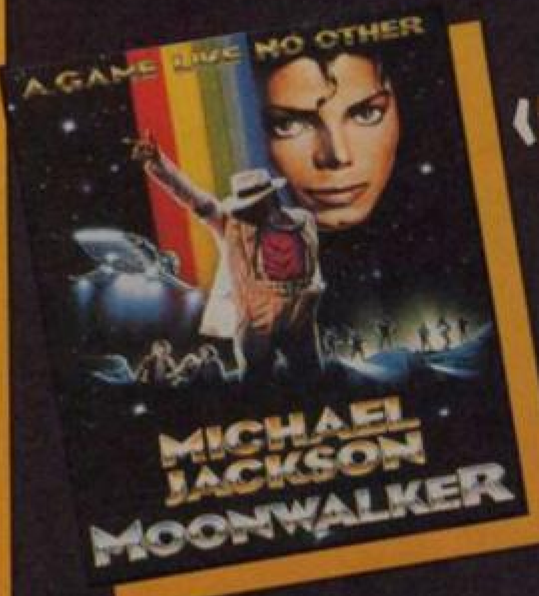

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# COMPILATIO

## STORY SO FAR I

CONTENTS:
IKARI WARRIORS
BUGGY BOY
BATTLESHIPS
BEYOND THE ICE PALACE

**ST £19.99**

*A fairly good package offering a few hours of solid entertainment. Beyond the Ice Palace is a tough Ghosts 'n' Goblins clone. Battleships is a pointless computer version of the paper and pencils game. Buggy Boy is a great racing game and Ikari Warriors is a fairly enjoyable one or two-player Commando variant.*

**OVERALL 72%**

**AMIGA £19.99**

*The games are all very similar to the ST versions, so the same criticisms apply. A cheap and reasonable compilation.*

**OVERALL 72%**

## STORY SO FAR II

CONTENTS:
SPACE HARRIER
LIVE AND LET DIE
HOPPING MAD
BEYOND THE ICE PALACE
OVERLANDER

**SPECTRUM £12.99**

*None of the titles on this compilation are particularly brilliant, and some of them are getting on a bit. There are better compilations available at the same price that offer newer and far more exciting games.*

**OVERALL 62%**

**AMSTRAD £12.99**

*Nothing wildly exciting on offer - many of the better games have already been on other compilations. Check out other compilations before shelling out your dosh on this.*

**OVERALL 62%**

**C64 £12.99**

*A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to them afterwards.*

**OVERALL 62%**

## STORY SO FAR III

CONTENTS:
LIVE AND LET DIE
BOMBJACK
THUNDERCATS
SPACE HARRIER

**ST £19.99**

*Space Harrier is the best of an otherwise average collection of games. Live and Let Die is alright for a while, but Thundercats and Bombjack offer only limited entertainment.*

**OVERALL 60%**

**AMIGA £19.99**

*Exactly the same criticisms as the ST package - Space Harrier is good, but the rest of the titles don't offer much in the way of thrills and spills.*

**OVERALL 61%**

## STORY SO FAR IV

QUARTET
WONDERBOY
THE EIDOLON
GHOSTBUSTERS
BACK TO THE FUTURE
ALIENS

**SPECTRUM £12.99**

*Although there are six games on this compilation, three of them - Quartet, Back to the Future and Ghostbusters - are poor and Wonderboy is only average. The Eidolon and Aliens are great, both combining atmosphere and playability superbly. The latter two games are already available on budget - it might be better to buy them separately and save some money.*

**OVERALL 60%**

**AMSTRAD £12.99**

*The Eidolon is one of the best-ever Amstrad games, and Aliens and Ghostbusters are both great. The rest of the games aren't very addictive and won't keep you occupied for more than a few hours. Check to see whether you can buy the three best titles on budget first before parting with your cash.*

**OVERALL 61%**

**C64 £12.99**

*Again, the three best titles, Ghostbusters, The Eidolon and Aliens are already available on budget - the others are all poor.*

**OVERALL 61%**

# ON CRAZZY

## EPYX ACTION

CONTENTS:
4X4 OFFROAD RACING
STREET SPORTS BASKETBALL
IMPOSSIBLE MISSION II
CALIFORNIA GAMES
THE GAMES: WINTER EDITION

**SPECTRUM £12.99**

*4X4 and Street Sports are both poor, but the rest of the games are good and offer of varied, long-lasting entertainment.*

**OVERALL 79%**

**AMSTRAD £12.99**

*Same criticisms as the Spectrum version. Give it a go...*

**OVERALL 80%**

**C64 £12.99**

*Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer.*

**OVERALL 82%**

## THRILLTIME PLATINUM I

CONTENTS:
THUNDERCATS
IKARI WARRIORS
BUGGY BOY
BEYOND THE ICE PALACE
HOPPING MAD
OVERLANDER
LIVE AND LET DIE
SPACE HARRIER
GLADIATOR
DRAGON'S LAIR

**SPECTRUM £12.99**

*Plenty of titles on this package, but apart from Buggy Boy, none of them are outstanding. Thundercats, Beyond the Ice Palace and Space Harrier are fun, but Dragon's Lair and Gladiator are downright awful.*

**OVERALL 62%**

**AMSTRAD £12.99**

*Like the Spectrum version, this compilation has plenty of titles, but only a few are exciting. You'll have fun trying them all out, but as a whole the package doesn't offer much lasting appeal.*

**OVERALL 63%**

**C64 £12.99**

*Buggy Boy, Beyond the Ice Palace and Dragon's Lair are great, but the rest are pretty poor. Fun for a while, but you'll only be playing a few of the games for a long period of time.*

**OVERALL 64%**

## THRILLTIME GOLD II

BATTLESHIPS
SABOTEUR
SCOOBY DOO
AIRWOLF
FRANK BRUNO'S BOXING

**SPECTRUM £9.99**

*Well, well, well. Would you believe it. All the titles on this compilation are already available on budget - most of them for two pounds. The best ones to buy are Frank Bruno's and Scooby Doo. Saboteur is alright, but the other two aren't really worth bothering with. Buy them separately and save cash.*

**OVERALL 52%**

**AMSTRAD £9.99**

*Another pointless compilation. Just refer to the Spectrum criticism and you won't go wrong.*

**OVERALL 53%**

**C64 £9.99**

*Yet again, refer to the Spectrum criticism. Buy your faves separately and save your cash for something better.*

**OVERALL 53%**

## THRILLTIME PLATINUM II

CONTENTS:
IKARI WARRIORS
BUGGY BOY
SPACE HARRIER
BATTLESHIPS
LIVE AND LET DIE
BOMBJACK
THUNDERCATS
BEYOND THE ICE PALACE

**ST £24.99**

*A veritable bargain, with eight titles for only twenty five quid. Buggy Boy, Beyond the Ice Palace, Space Harrier and Ikari Warriors are all fun, but the others range from average to poor. Still, at that price you can't complain - and there's certainly hours of fun to be had with this.*

**OVERALL 83%**

**AMIGA £24.99**

*Again, a bargain pack featuring a wide variety of games and plenty of entertainment. A great compilation that should keep you happy all through Christmas and well into the New Year.*

**OVERALL 83%**

# COMPILATION CRAZZZY

## THRILLTIME GOLD I

**CONTENTS:**
PAPERBOY
GHOSTS 'N' GOBLINS
BOMBJACK
TURBO ESPRIT
BATTY

**SPECTRUM £9.99**
*All the titles on this compilation are available on budget. If you like all the games - and Bombjack, Turbo Esprit and Ghosts 'n' Goblins are particularly good - it might be worth buying this. Otherwise buy your favourites separately.*
**OVERALL 63%**

**AMSTRAD £9.99**
*Exactly the same criticisms as the Spectrum version. If you like 'em all, you could save three pounds by buying this package. If you don't, pick up your favourites on budget for two quid (Turbo Esprit, Bombjack) and three quid (Batty, Paperboy, Ghosts 'n' Goblins).*
**OVERALL 63%**

**C64 £9.99**
*Surprise, surprise! The same criticisms again. This time, though, Batty and Ghosts 'n' Goblins are definitely worth buying separately. The rest aren't much cop - and don't bother with Turbo Esprit - it's complete rubbish.*
**OVERALL 60%**

## CHRISTMAS COLLECTION

**CONTENTS:**
URIDIUM
CYBERNOID II
HYDROFOOL
(SPEC/AMS ONLY)
LIGHT FORCE
ELIMINATOR
EXOLON
SANXION (C64 ONLY)

**SPECTRUM £12.99**
*A tasty pot-pourri of golden oldies and new titles, none of which are bad. Hydrofool is a great 3D forced perspective arcade adventure, Eliminator is an interesting racing game-cum-blaster, while all the rest are extremely polished and playable shoot 'em ups. Highly recommended.*
**OVERALL 86%**

**AMSTRAD £12.99**
*The same criticisms (or should that be compliments) as the Spectrum version. The Christmas Collection offers weeks of highly enjoyable computer entertainment - check it out.*
**OVERALL 88%**

**C64 £12.99**
*Sanxion has been included instead of Hydrofool, making this a shoot 'em up only package - which isn't a bad thing if you're an ardent blaster. There's literally weeks and weeks of fun to be had with this one.*
**OVERALL 86%**

## TOLKIEN TRILOGY

**CONTENTS:**
THE HOBBIT
LORD OF THE RINGS
SHADOWS OF MORDOR

**SPECTRUM £12.99**
*The Hobbit is a classic adventure game, and although it's nearly six years old, it's still challenging and addictive. Lord of the Rings is a similar, but larger game which comes in three parts and features multi-character control. Shadows of Mordor is relatively new, and is a complex RPG-style adventure. The Tolkien Trilogy is a brilliant package for adventure fans, and is highly recommended.*
**OVERALL 85%**

**AMSTRAD £12.99**
*All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant, the sound is better. Look out for The Tolkien Trilogy - it'll keep you engrossed for months!*
**OVERALL 86%**

**C64 £12.99**
*Once again, exactly the same gameplay as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!*
**OVERALL 88%**

## PREMIERE COLLECTION II

ELIMINATOR
CUSTODIAN
MERCENARY
BACKLASH

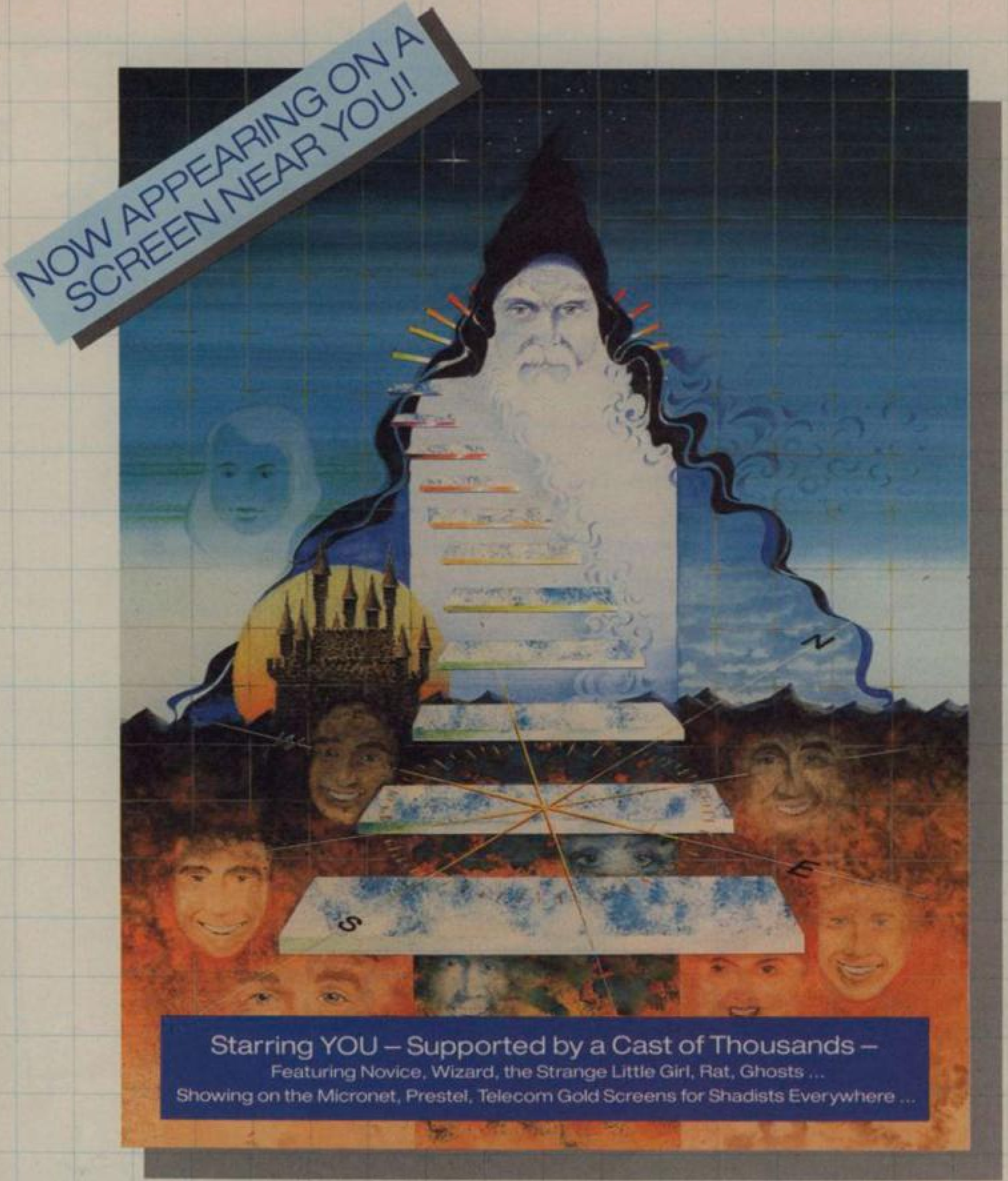
**ST £24.99**
*Backlash is an enjoyable, but ultimately dull ultra-fast 3D shoot 'em up. Eliminator is a colourful 3D futuristic blasting/racing game, Custodian is pretty poor, and Mercenary is a superb, sprawling first person 3D arcade adventure. Overall, a reasonable package*
**OVERALL 70%**

**AMIGA £24.99**
*Same criticisms, really. Mercenary and Eliminator are both great, but the other two games let the package down. Take it or leave it.*
**OVERALL 70%**

## GIANTS

OUTRUN
GAUNTLET II
1943
STREET FIGHTER

**AMIGA £24.99**
*Gauntlet II is the star of the show, combining slick and addictive gameplay with great graphics and sound, but the others on the package aren't so hot. Street Fighter is the worst fighting game available on the Amiga - it's truly dire, Outrun is an average port-over from the humdrum ST version and 1943 is a fairly average vertically scrolling shoot 'em up. Only Gauntlet II offers more than a couple of hours entertainment...*
**OVERALL 65%**



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# BUDGET

## MUTANT FORTRESS

### PLAYERS

As hard mercenary types go, Brad is somewhere in the top league. So you can guess how hard he feels when a gang of mutants make off with his adored eighteen wheeler juggernaut. Beginning in a dark forest (as does a lot of games of late) it's hardness-a-plenty in a horizontally scrolling shootout to retrieve your beloved vehicle.

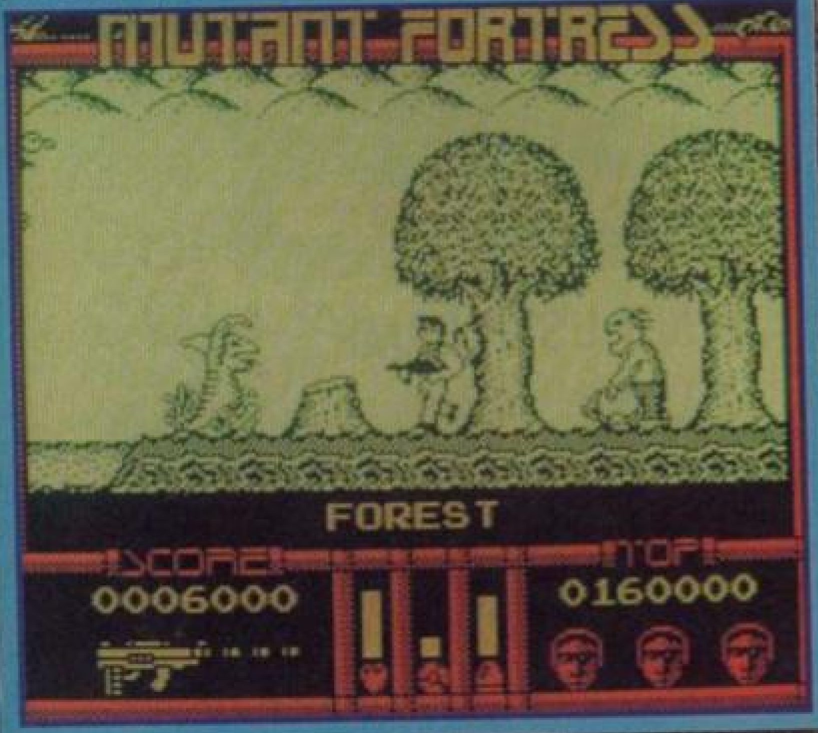
Zombies must be re-killed, buzzards must be plucked with your limited supply of bullets and dinosaurs need returning to the lakes which they emerge from. With only one life, keep a close eye on your energy level, picking up the first aid kits along the way, as well as extra weapons and body armour.

Mutant Fortress pales in comparison with the horde of re-releases currently flooding the market, especially Ghosts 'n' Goblins which it looks to be derived from. Control of Brad is annoying, being unable to turn in the air when a baddie is on your back, and presentation is sparse. If you're after a game like this, try the more enjoyable and less expensive Ghosts 'n' Goblins instead.

**SPEC** **£2.99**

*Dodgy graphics and unremarkable gameplay make this a very average budget game.*

**OVERALL 53%**

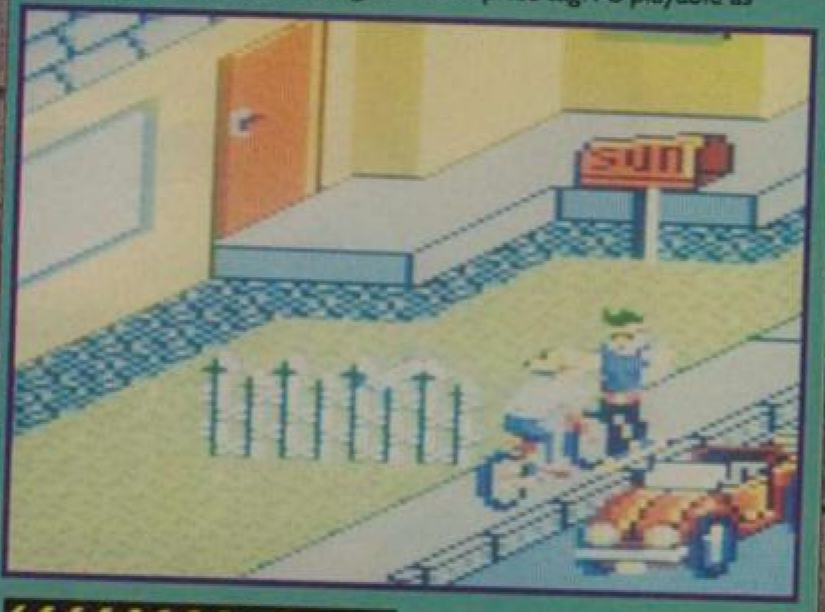


## PAPERBOY

### ENCORE

Jump on your BMX bike and pedal up the street on your week-long paper round, avoiding hazards including burglars, drunks, stray dogs, radio-controlled cars, speeding traffic and rollaway spare tyres. Each of your subscribers must have their paper delivered - if they don't get it, they'll stop their order. Annoy non-subscribers (and receive valuable bonus points) for smashing their windows and garden ornaments with a deftly-hurled newspaper. At the end of each diagonally-scrolling street is a BMX stunt course where you can rack up the points by throwing spare newspapers at the path-side targets. Don't worry if you run out of papers though; extra bundles are available at regular intervals.

We loved Paperboy when it hit the arcades; we were marginally impressed when the computer game arrived and now we're jumping for joy at its new 1.99 price tag. As playable as ever, with clear, albeit monochrome, graphics and accurate gameplay, if you missed the game first time round, snap it up now - you never know, it may even improve your paper-chucking skills!



**C64** **£1.99**

*Paperboy on the 64 wasn't the best conversion in the world first time around and, unlike a good Xmas pud, it hasn't improved with age. Sprites are blocky and ill-proportioned, in-game music is more of a whine than a tune and the odd bug rears its ugly head. Suitable fodder for confirmed Paperboy junkies only.*

**OVERALL 52%**

**SPEC** **£1.99**

*As enjoyable as it was when it first hit the streets and, at 1.99, it should warm your heart after you've finished a cold paper round.*

**OVERALL 83%**

## HYPERSPORTS
### HIT SQUAD

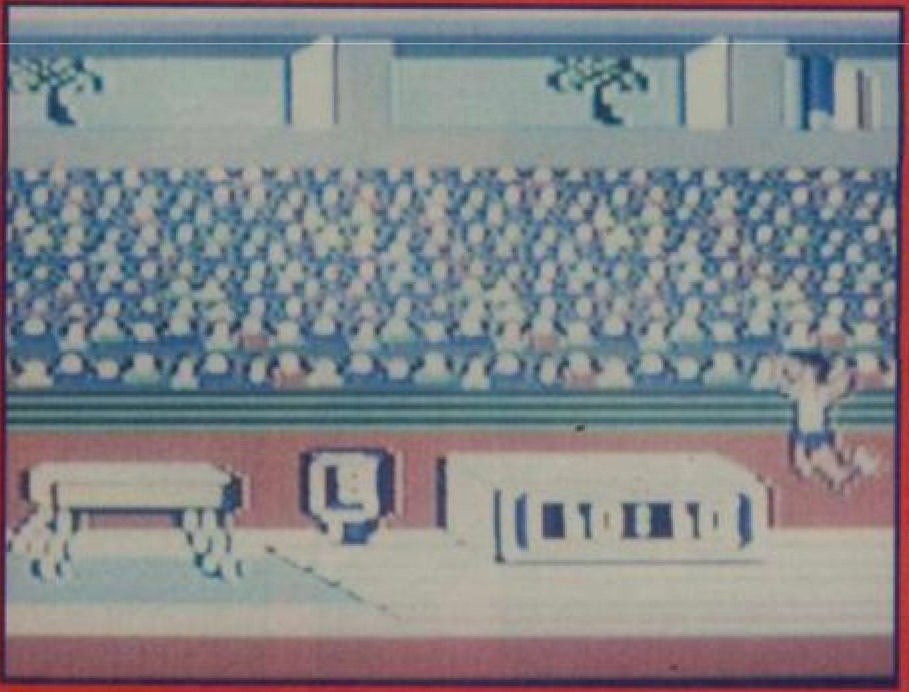
Enter the Hypersports Championship and take part in the six events of Swimming, Clay Pigeon (or Skeet) Shooting, the Vaulting Horse, Archery, Triple Jump and Weight Lifting. A combination of wrist-dislocating joystick waggling and pixel-perfect control need to be utilised to get the player through all of the disciplines. Most of the events allow three goes to equal or better the qualifying time or score, the third unsuccessful attempt means disqualification from the championship.

Even though the game is so old that it's badly in need of a shave, Hypersports refuses to give up its claim to be one of the most enjoyable arcade sports games on the 64. Some of the events are looking a little dated now, but the enjoyment is still there. A snip at three quid.

**C64 £2.99**

*A blast from the past which upstages many of its less-wrinkly competitors. If multi-event sports sims are tops in your house, don't pass up the chance of getting Hypersports.*

**OVERALL 90%**



## RAMPAGE
### HIT SQUAD

Activision's conversion of the cult three-player coin-op, which sees the players as either King Kong, Godzilla or Wolfman, each fifty feet tall, reappears on Ocean's budget label with hopes of crushing the opposition like one of the many cities which must be levelled throughout the game. To hamper the progress of the mutant monsters are the good ol' US Army who come on in droves, armed with machine guns, rockets and helicopters, with the intent of wiping out your energy (depicted by a bar at the top of the screen) and turning you back into a weedy human.

Rampage is as close a conversion as anyone could possibly hope to achieve on the Spectrum. The three-player option has been thankfully retained, and the monochrome graphics capture the spirit of the original.

**C64 £2.99**

*Full-colour graphics do not compensate for the awkward control apparent in this version. Definitely one to have a look at beforehand.*

**OVERALL 62%**

**SPEC £2.99**

*An accurate conversion, fun for people who can't get enough of the arcade game. Others may not be so ecstatic about it, though.*

**OVERALL 71%**

**AMSTRAD £2.99**

*Similar gameplay to the Spectrum game, with the presentation of the 64. The best of the three but still a game to try out first.*

**OVERALL 74%**

## SOLDIER OF LIGHT
### RAD

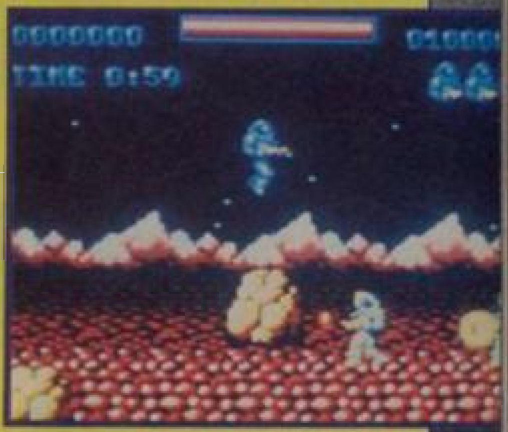
Re-released on The Edge's new budget label, Soldier Of Light is the computer version of the cult Taito coin-op, originally called Xain'd Sleena. Working for the Federation you, as Stormtrooper Xain, must act on the orders of Galactic High Command and rid the galaxy of a troupe of rampaging alien types. Each planet must be tackled one at a time and, with only a single-shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapon pods boosts your firepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dogfight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than average aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as opposed to one of the feebler coin-op conversions. Worth checking out if fun without frills appeals to you.

**SPEC £1.99**

*Again, a fun blast, but minus any graphic or sonic niceties. Arcade addicts and people who don't know what to blow their last two pounds on should be well pleased.*

**OVERALL 77%**



**C64 £1.99**

*An outwardly unremarkable conversion which, despite its shortfalls, still provides a challenge for fans of the coin-op.*

**OVERALL 77%**

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**ROAD BLASTERS™**."Not only do you get to burn up the opposition, you also get the chance to nuke the ****ers off the road!"

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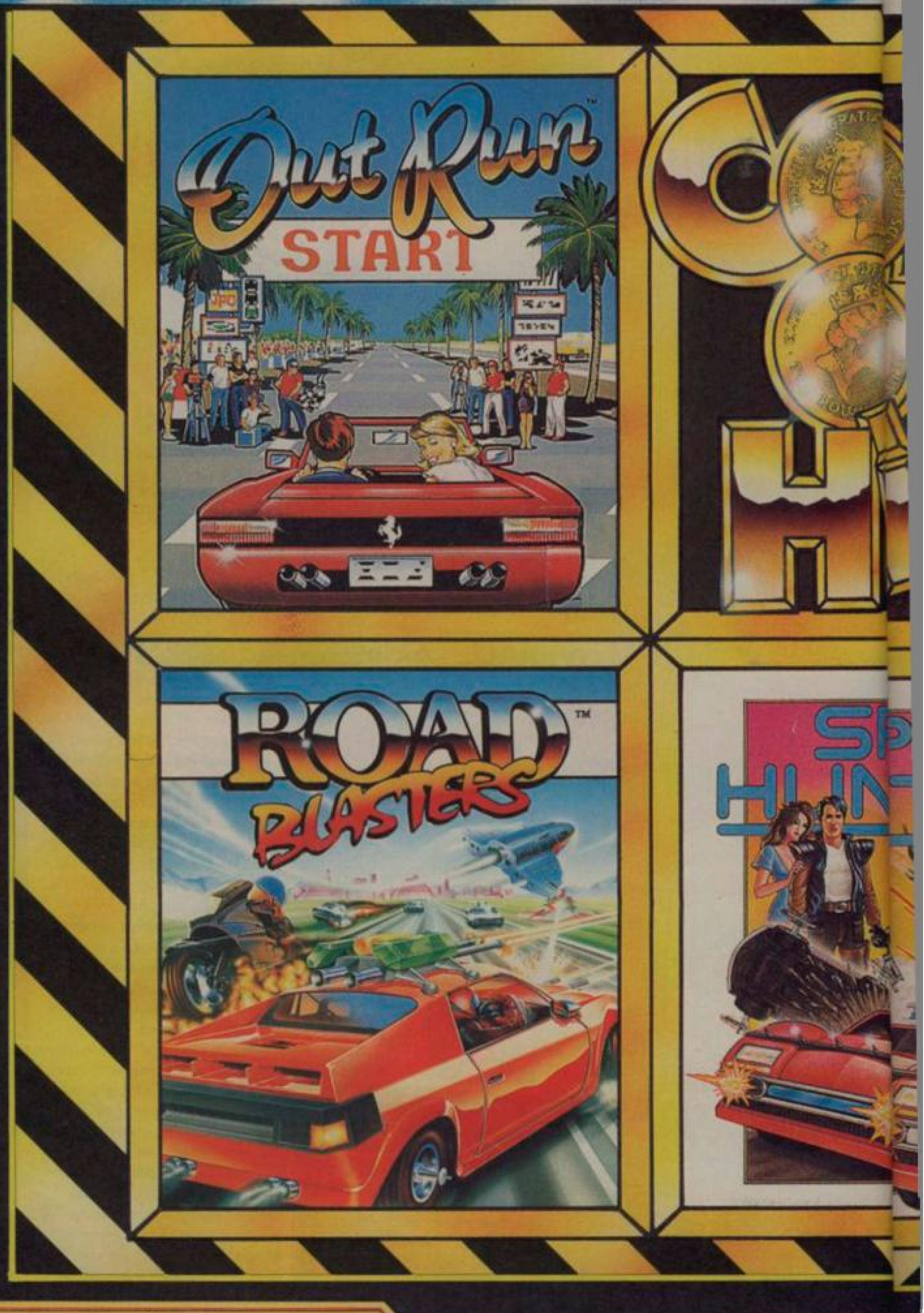

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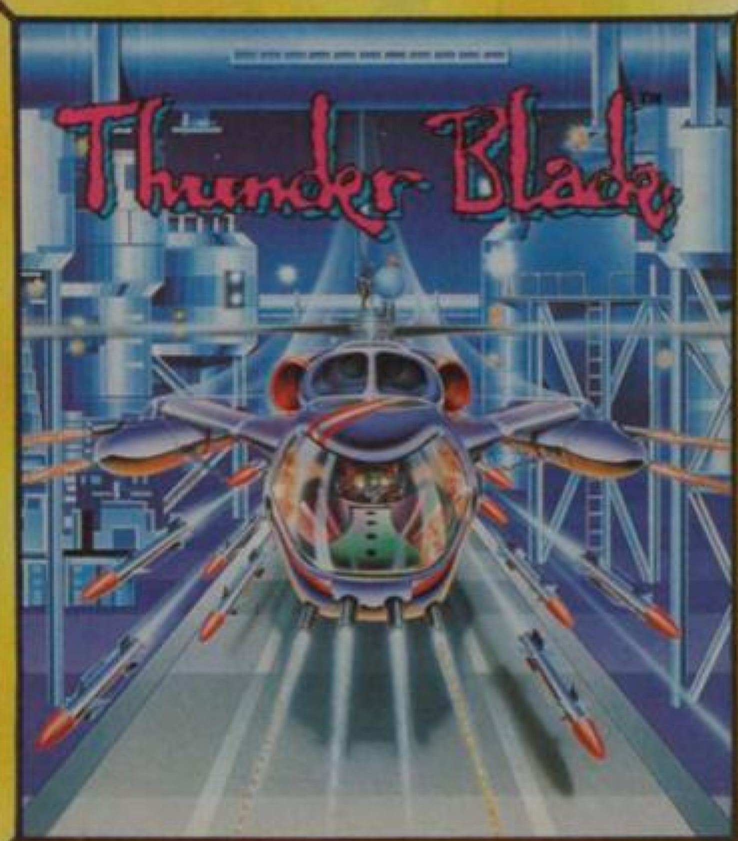

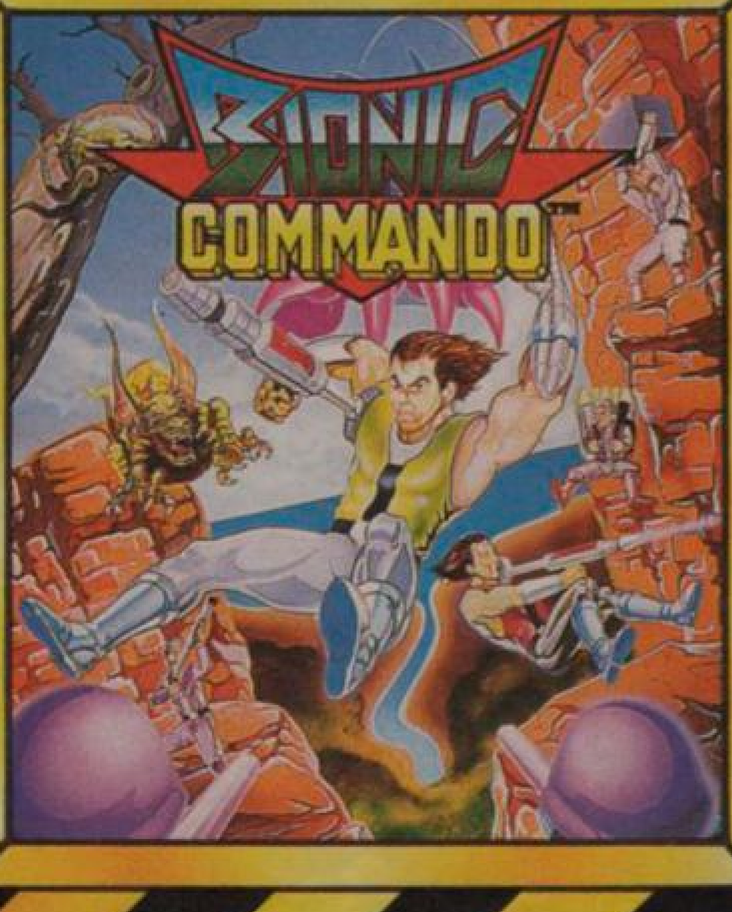

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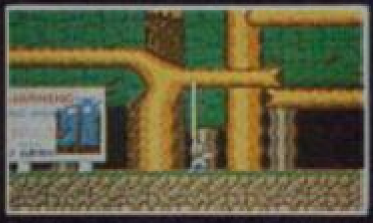

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Reviews by Julian Rignall
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# BUDGET

## GHOSTS 'N' GOBLINS

### ENCORE

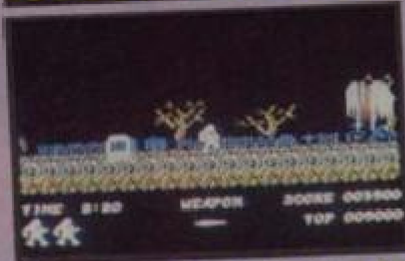
As brave Sir Knight, take on the worst that the Devil can hurl at you in your quest to rescue a fair maiden in distress. Beginning in a dark, zombie-ridden graveyard you must do away with your attackers, climb ladders, jump gaping chasms, pick up new armour when you lose yours and generally survive all the way to the last level, where it's a quick one-two with Lucifer before you get the gal.

Ghosts 'n' Goblins has lost none of it's appeal after all this time - it's still one of the most impressive arcade conversions ever on the Spectrum. Colour clash rears its ugly head now and again, but that is in no way detrimental to play. The sequel to Ghosts 'n' Goblins, Ghouls 'n' Ghosts, is out soon - what better way to prepare yourself for it than to practice with this?

**C64 £1.99**

*The 64's enhancements, presentation-wise, make this a superb conversion. Don't miss it.*

**OVERALL 90%**



**SPEC £1.99**

*Arcade hack and slay of premier quality - buy this as well as Ghouls 'n' Ghosts and complete the set!*

**OVERALL 88%**

## SHORT CIRCUIT

### HIT SQUAD

Number Five is alive! But not for very long if the authorities get to him first in this budget incarnation of Ocean's game-of-the-film. A two-parter, load one sees Number Five trying to break out of the Nova Robotics factory where he was assembled, solving puzzles using his inbuilt devices and newly-acquired intelligence, before he is shut down by the Nova engineers. Part Two is a straightforward horizontally-scrolling shoot 'em up, blasting the baddies with your laser and jumping over innocent woodland creatures.

While the first section of the game is a reasonably addictive arcade adventure, part two is much too difficult, requiring absolutely precise timing to avoid the many animals which get in your way. Number Five is recognisable from the movie, but the game itself makes little attempt to stick to the plot. The music is jolly, though.

**SPEC £2.99**

*The gameplay is almost identical, but monochrome graphics look crisper and add to the atmosphere.*

**OVERALL 64%**

**AMSTRAD £2.99**

*Colourful sprites and backdrops have a realistic metallic sheen to them, and the music is as good as you can expect from the Amstrad. The game's the same, though.*

**OVERALL 62%**

**C64 £2.99**

*A none-too-faithful film tie-in becomes a fairly playable budget game until you reach load two. It looks and sounds okay, but there's not much game to play...*

**OVERALL 62%**

## THUNDERCATS

### ENCORE

Thundercats is a horizontally scrolling, hack 'n' slay bonanza as you become Lion-O in a multi-level bash through New Earth, bumping off Mumm-Ra's Mole Men by the score and collecting extra weaponry, points and lives as you go. After every few levels the chance is given to rescue a member of the Thundercats team which, should you be successful, results in a massive points bonus.

What makes a game such as this is action, and Thundercats is laden with the stuff. Baddies attack you almost non-stop, and it's important to be on your toes at all times if you want to stay in one piece. Although mostly monochromatic, colour is used when it will not interfere with the gameplay, livening up on-screen presentation no end, as do the effective backdrops and neatly animated character sprites. Thundercats is a challenging chop 'em up.

**SPEC £1.99**

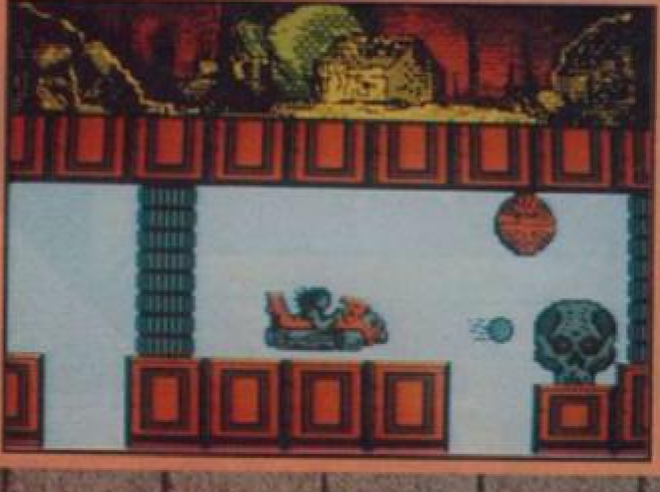
*Cheap and cheerful arcade fun of the first order.*

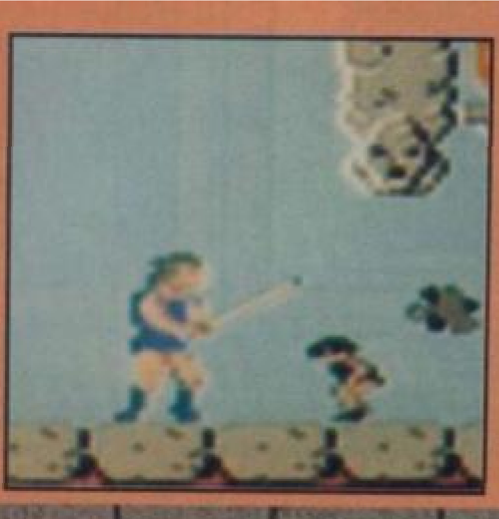
**OVERALL 85%**

**C64 £1.99**

*Slight differences in gameplay, obvious graphical tweaks and sensible use of colour make this a great slash 'em down.*

**OVERALL 87%**





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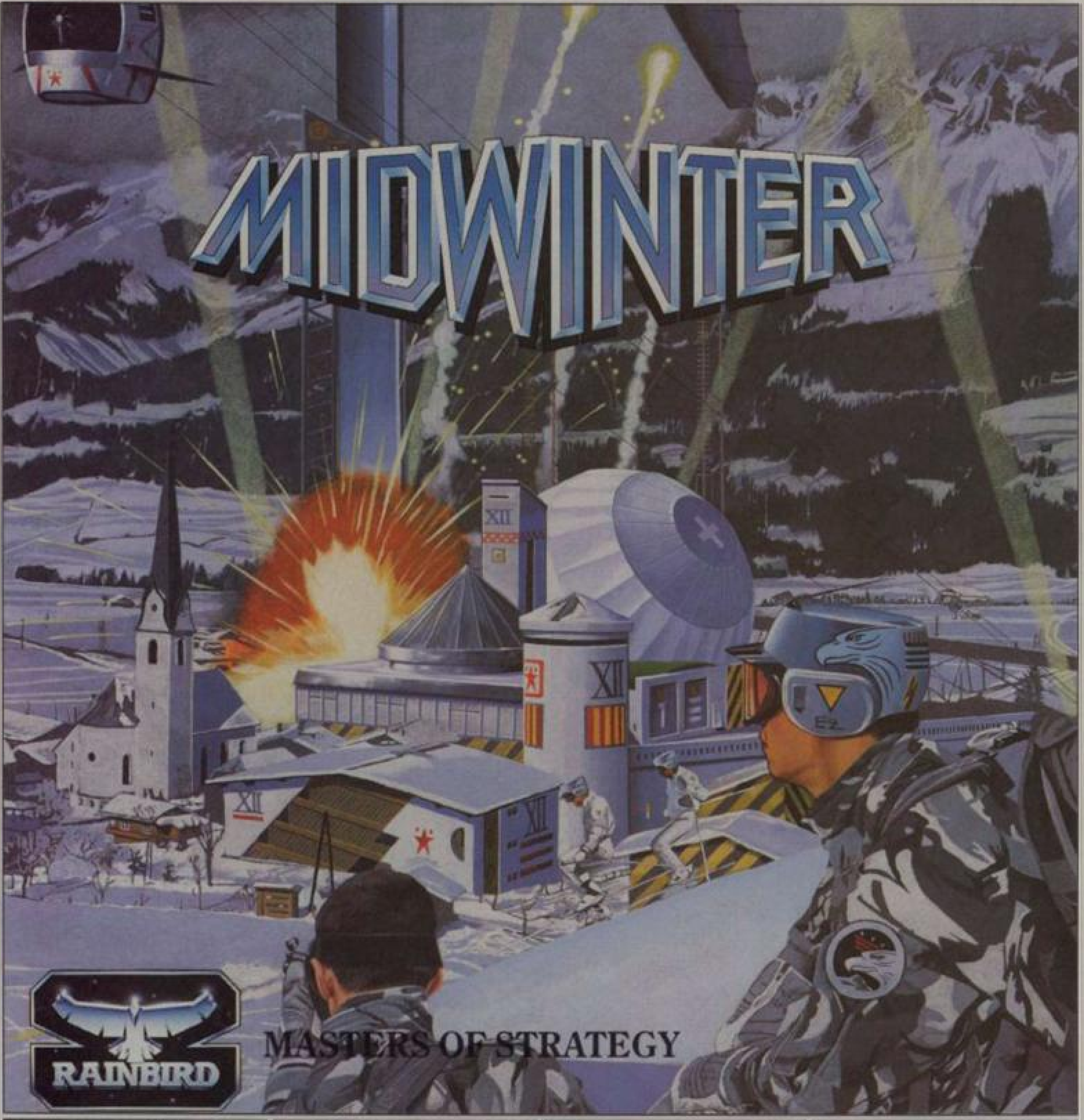

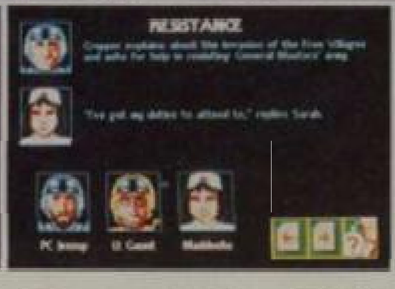

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Performance

# FIRST CONTACT

FIRST CONTACT . . . A MEETING OF SPECIES
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- Superb graphics.
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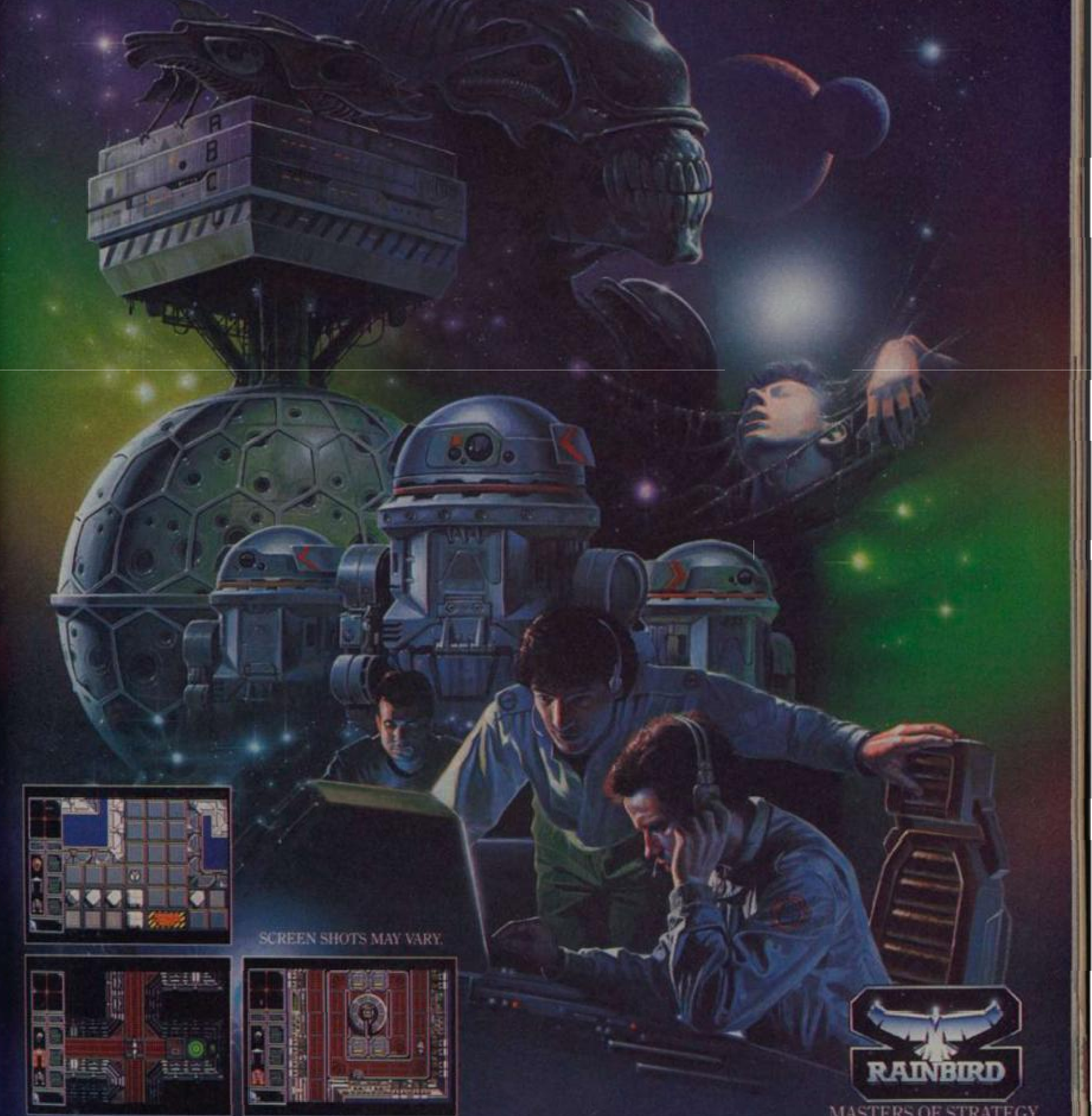
- Attention to detail gives total enjoyment.
- Choice of action orientation or deep strategic play.

ANOTHER RAINBIRD CLASSIC



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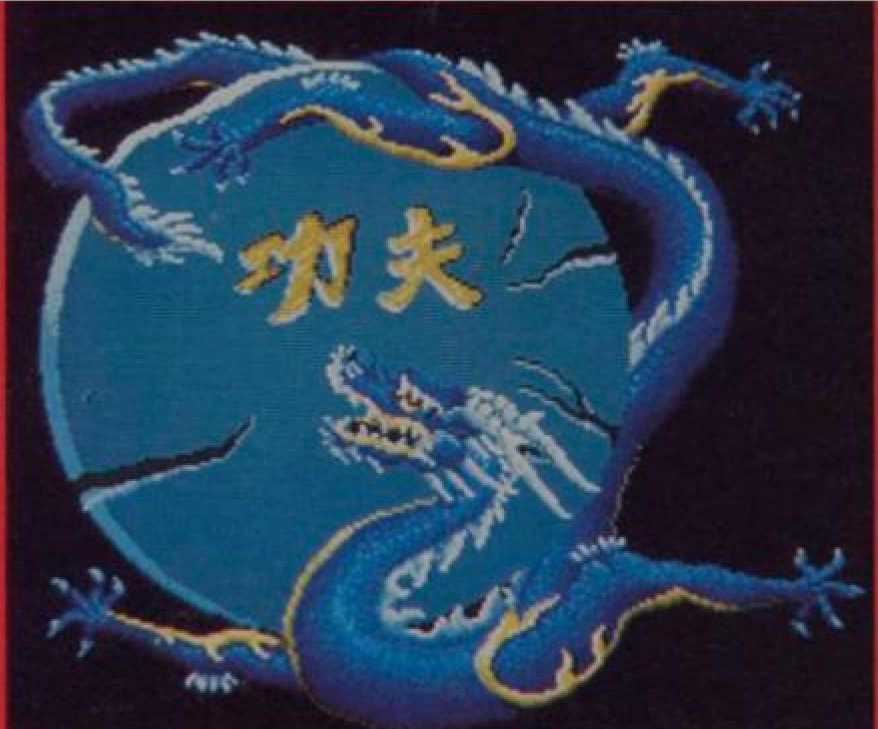
# HAAAIII-YAAA!!!

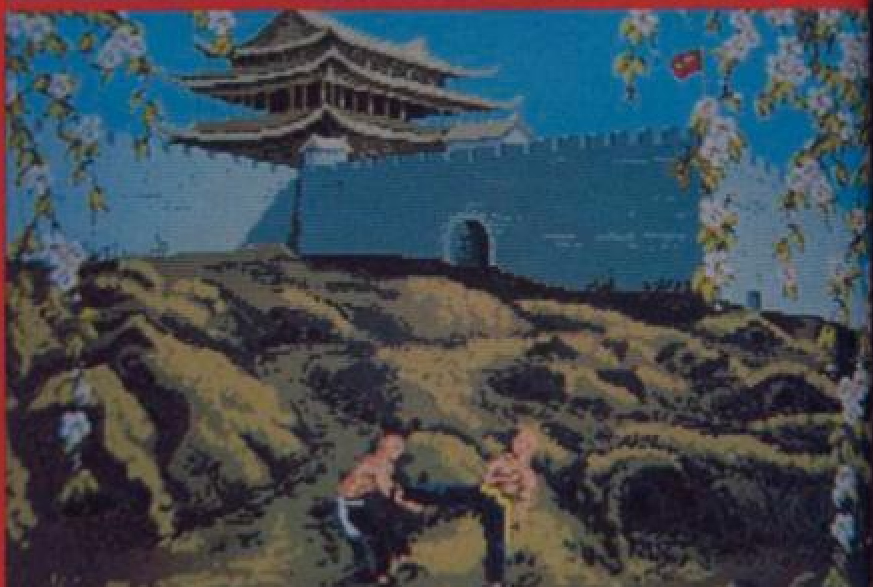
## WIN A COPY OF CHAMBERS OF SHAO LIN AND A BRAND SPANKING NEW ST TO PLAY IT

Hon'able software merchants at Grandslam think their new game, Chambers of Shaolin is the bee's knees, if not the dragon's toenails when it comes to in-depth computer beat 'em up technology. In fact, they're so sure of themselves that they're prepared to prove it to one ultra-fortunate C+VG reader.

Unfortunately, this game is so amazingly hot that we could only get hold of one Atari ST copy to give away... But in case you haven't got an ST, Grandslam decided to throw one of those in as well. Not bad, eh?

THALION
GRANDSLAM





Winning these goodies is all down to your creative ability, so no hard questions about "How long is the Great Wall of China in furlongs?" or "What was the name of Charlie Chan's number two son's number three girlfriend?".

No.

Instead, we want you to design the ultimate martial artist - a Ninja with jet-powered shurikens, a Kung Fu master with spiked espadrilles, that sort of thing. The more outlandish the gear, the better.

Put your design on paper in the form of a sketch or painting (don't worry if you can't draw - it's ideas we're after), then bung it in an envelope with your name and address, then send it to... THE INSCRUTABLE SLASH 'N' BASH COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

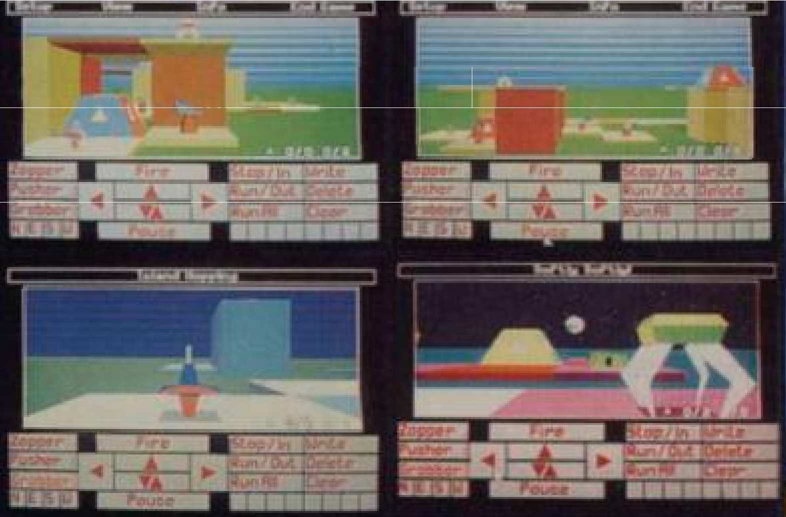
The closing date is January 3rd 1990, so you've got the entire Christmas hols in which to complete your masterpiece...

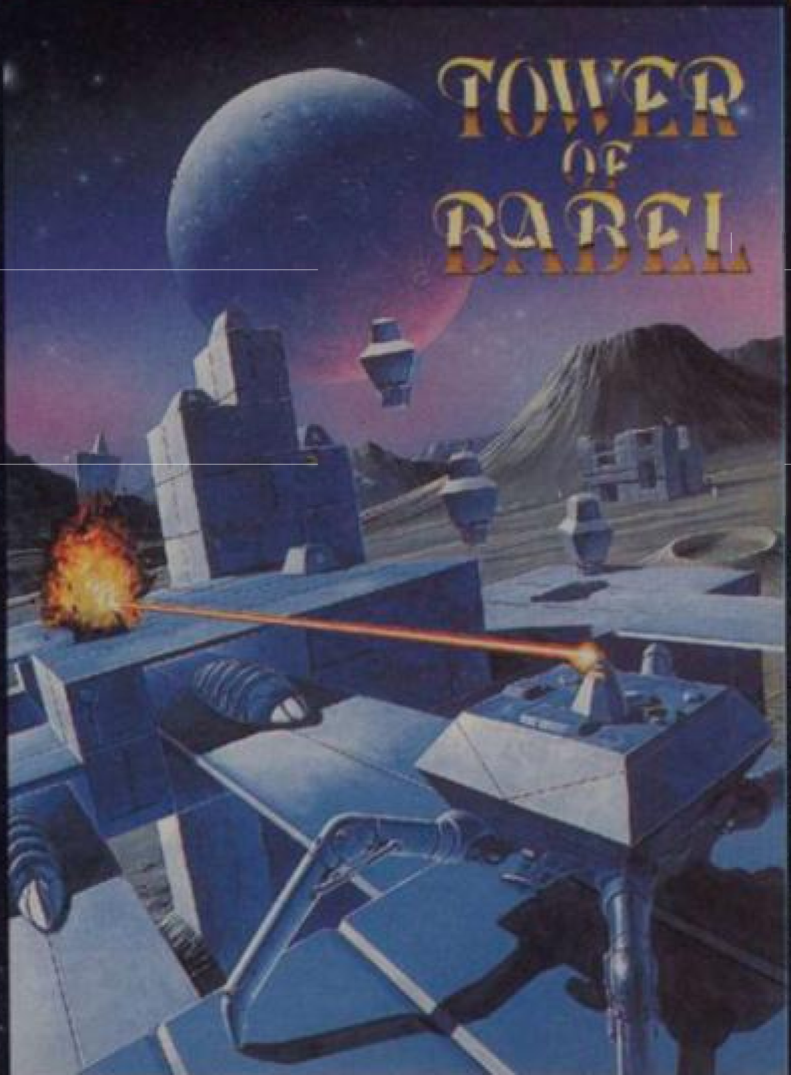
RAINBIRD

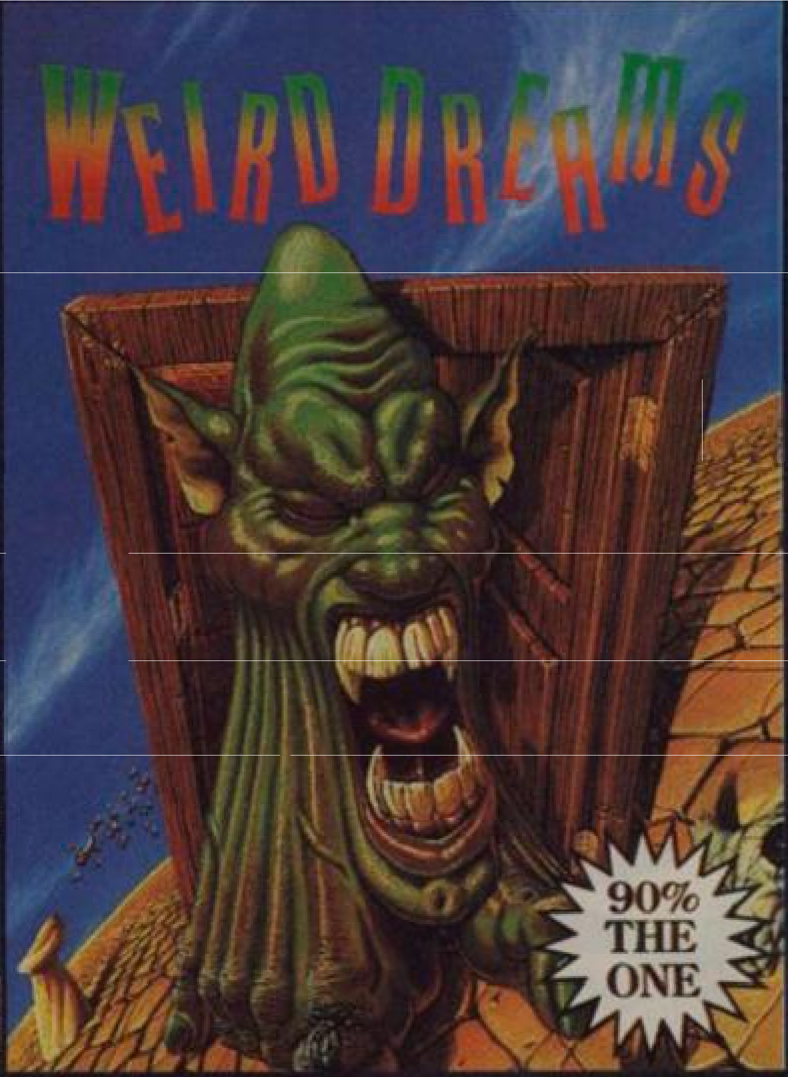
# OUT OF THIS WORLD

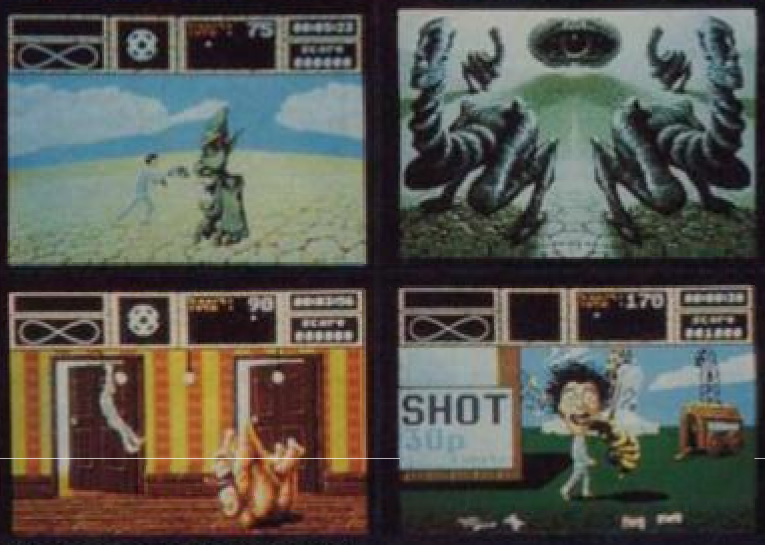
## TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle – Tower of Babel is a whole new concept in strategy gaming.









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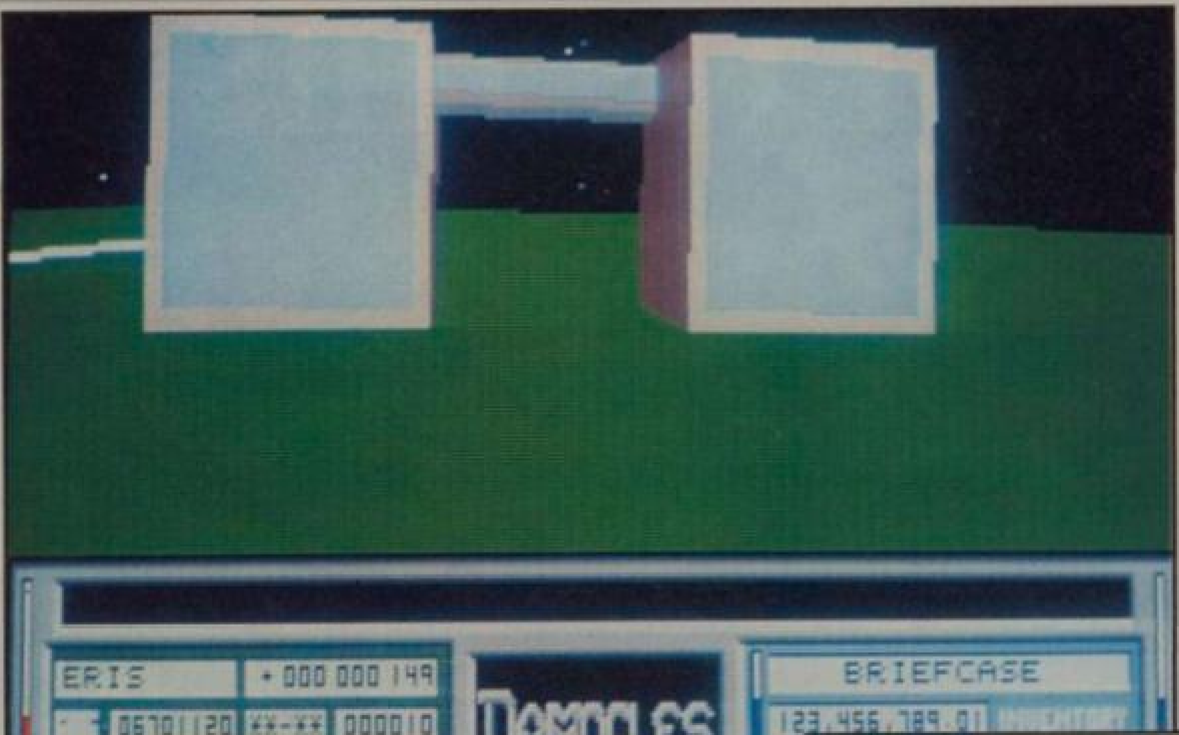
# DAMOCLES

### BY NOVAGEN



Two years is a long time in anyone's life, let alone a software publisher's. You can do a lot of things in two years: things which were illegal then could be perfectly legitimate now, for example. Or you could start to write a sequel to your best-selling classic, stop half-way through to produce a pseudo sequel to another one of your classics, and then carry on from where you left off...

Which is exactly what Novagen's Paul Woakes did. It's been a long time coming, but Damocles - the follow-up to what was the ultimate adventure game, Mercenary - is here, bigger, better and considerably meaner.

Damocles carries on from where you left off in Mercenary. Remember? You were heading for the Gamma system when you were forced to crash-landing on Targ and subsequently had to acquire an interstellar craft and escape with up to 10 objects and as much money as possible.

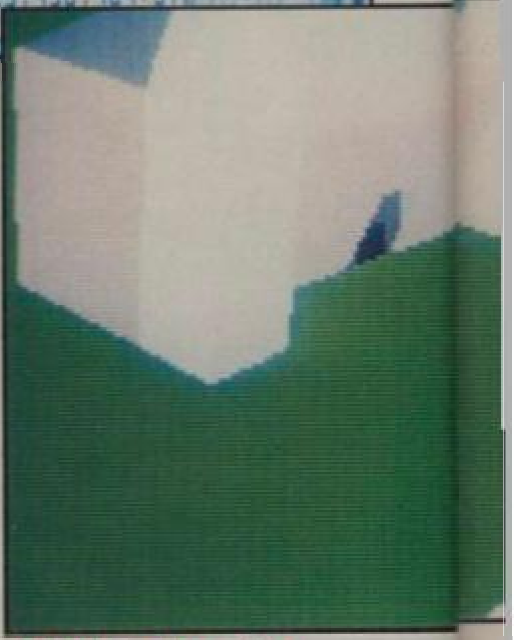
Arriving in the Gamma system and landing on the planet Eris, you find that the comet Damocles is due to collide here in a few hours time - and you are the only one capable of stopping it.

Damocles' gameplay is similar to its predecessor's, only this time around the hundreds of objects dotted around not only have financial value, but a use - for example, an assortment of tools lying around could have suitable repair qualities. Then there's a camera, complete with film, which can be used to record events to show to your mates at your leisure. Explosives also play a major part. One obvious solution to your plight would be to blow up the comet, and no doubt a few buildings or planets along the way.

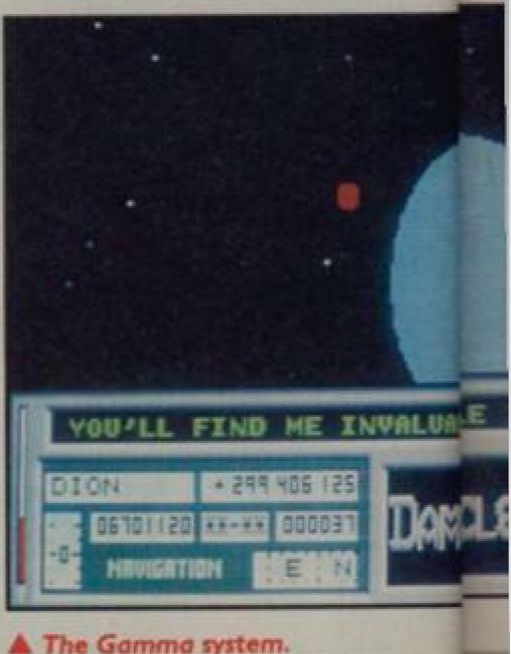
Your only help is your ship's computer, a ninth generation PC by the name of Benson. He's a guide and mentor who's not averse to the occasional dry quip amidst his helpful banter which scrolls across the top of the panel below the play area.

Moving around the Gamma system is straightforward enough, allowing you to concentrate on the task in hand. There are no flaps, no undercarriage and no complicated instrumentation to worry about. The panel below the play area shows, to the left: temperature, speed, altitude and coordinates for navigation purposes, while on the right there's time remaining, cash obtained and a text inventory window in the centre. Whereas in Mercenary you could only drop the last object taken, here you can select the object you wish to drop or use and it's shown in the window in the centre of the panel so you know what you are dealing with.

The Gamma system is similar to our own, comprising a sun, nine planets, 18 moons and thousands of stars - all "mapped" onto a heavenly backdrop (this consistency means you can use the more obvious star constellations for navigation purposes). Each planet has its own day and night cycles, and even years pass - only you don't have time to sit



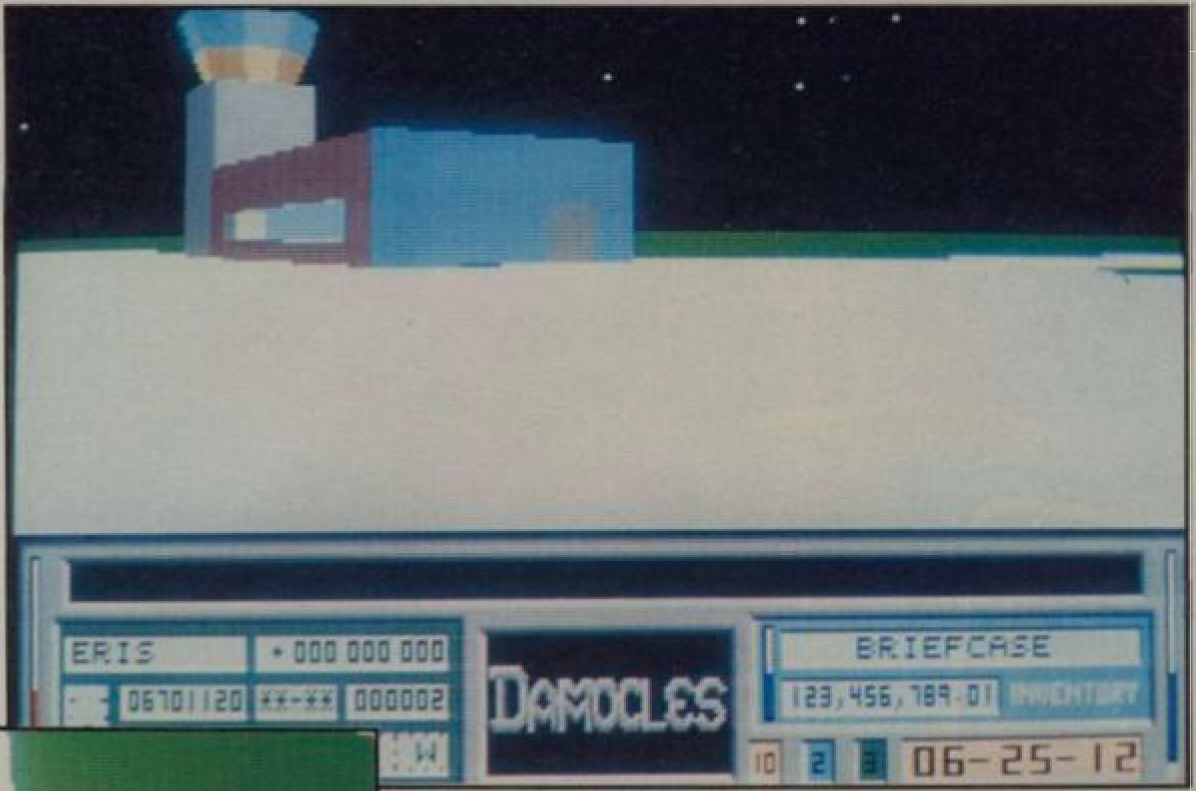
▲ *A place of worship?*



YOU'LL FIND ME INVALU

▲ *The Gamma system.*

# DAMOCLES



around and watch! That said, it's easy to get engrossed in the planetary movement, and you can begin to appreciate what the breath-taking view from Voyager must be like. Landing on a planet you can watch planet-falls and sun rises, or - getting back to the task in hand - explore building complexes, road networks (complete with junctions!) and underground mazes found in most of the cities. Most objects are found in rooms in the buildings or mazes, but some are only available from the trading post.

The more energetic player may enjoy walking or running around, but for the armchair athletes among us there are 20 different vehicles to be discovered. Not all craft are capable of space flight - the helicopter and tank for example... oh, and the skateboard, which is only worth using when you get really desperate!

Anyone familiar with Novagen's Mercenary will appreciate the virtual total freedom available to the player in Damocles as the two play very similarly... only Damocles is considerably larger and no less absorbing because of it. Fluid solid 3D graphics generate a wholly believable environment which is a joy to explore, and the unique feeling of being there is exemplary. There are dozens of "neat bits" to discover along the way and plenty of Benson's dry quips to bring a smile to even the most jaded adventurer's face. It's not surprising Damocles took two years to produce - it will probably take at least another two years to complete it every which way possible!

**BRIAN NESBITT**

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DAMOCLES
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INVENTORY
10
2
3
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| **ST** | **£19.99** |
|---|---|
| **GRAPHICS** | **96%** |
| **SOUND** | **77%** |
| **VALUE** | **93%** |
| **PLAYABILITY** | **96%** |

*If you thought flying around in Starglider II was good, wait 'til you get a load of this. Damocles is an experience to behold - and one not to be missed.*

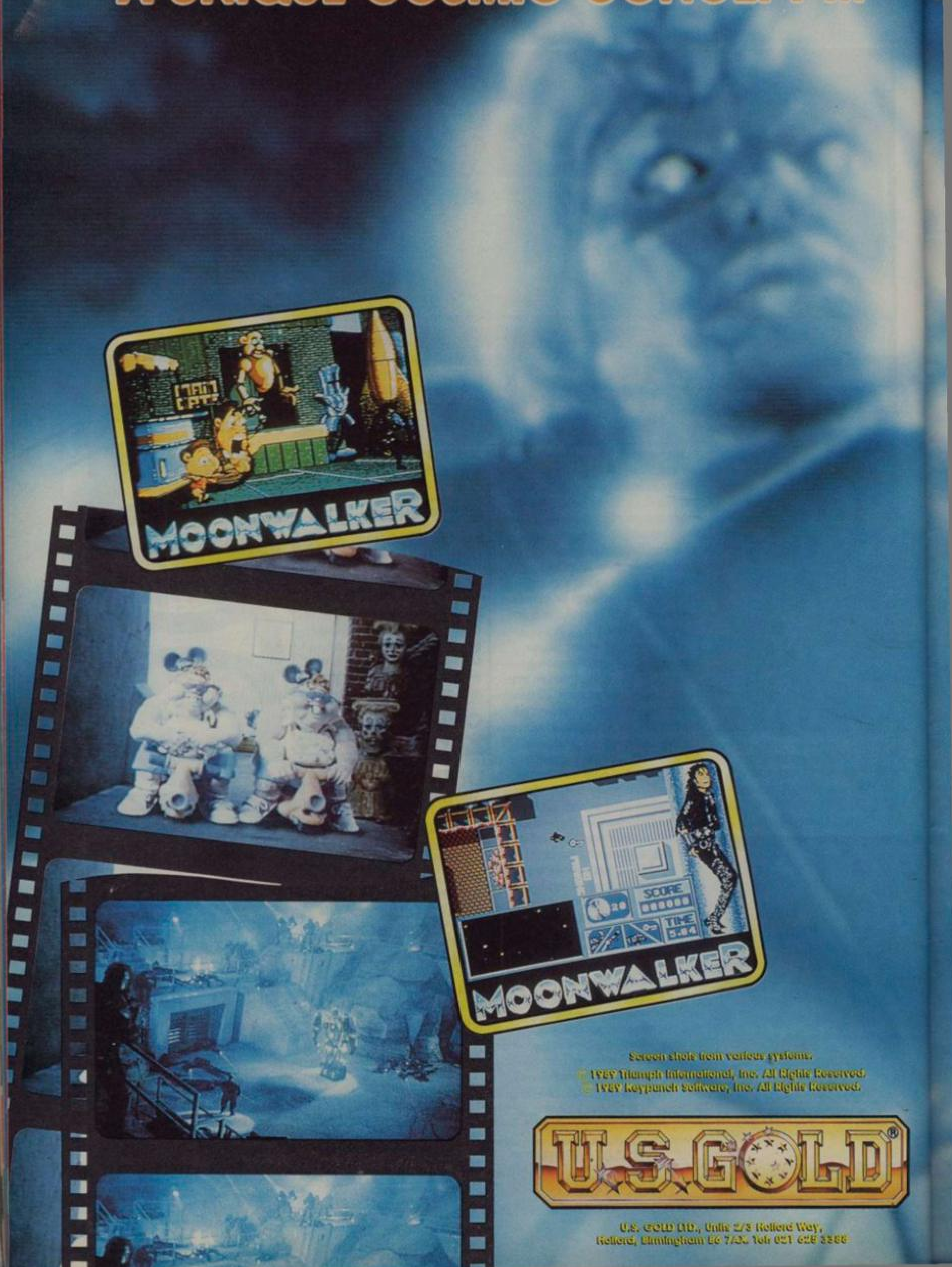
**OVERALL 95%**

## UPDATE

*Sorry, 8-bitters: versions for your machines are out of the question. Work has yet to begin on an Amiga incarnation, but expect to play a very similar game in a month or so for the same price as ST Damocles. The news is also good for PC people, who didn't get to sample the delights of Mercenary the first time around. The CGA, EGA and VGA conversions of Damocles are being carried out by Paul Woakes and should see the light of shop toward the middle of next year. A price has yet to be fixed, and depending on the product's success, a PC version of Mercenary could follow.*

C+VG HIT!

# A UNIQUE COSMIC CONCEPT ...


MOONWALKER
SCORE
TIME
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Screen shots from various systems.
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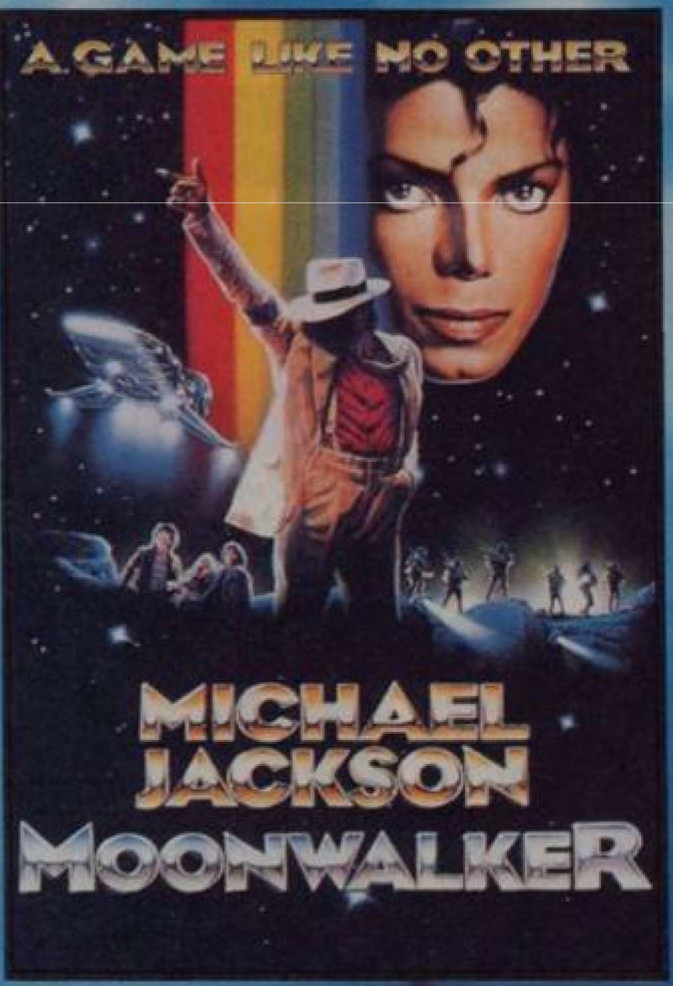
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MOONWALKER
SCORE
000700

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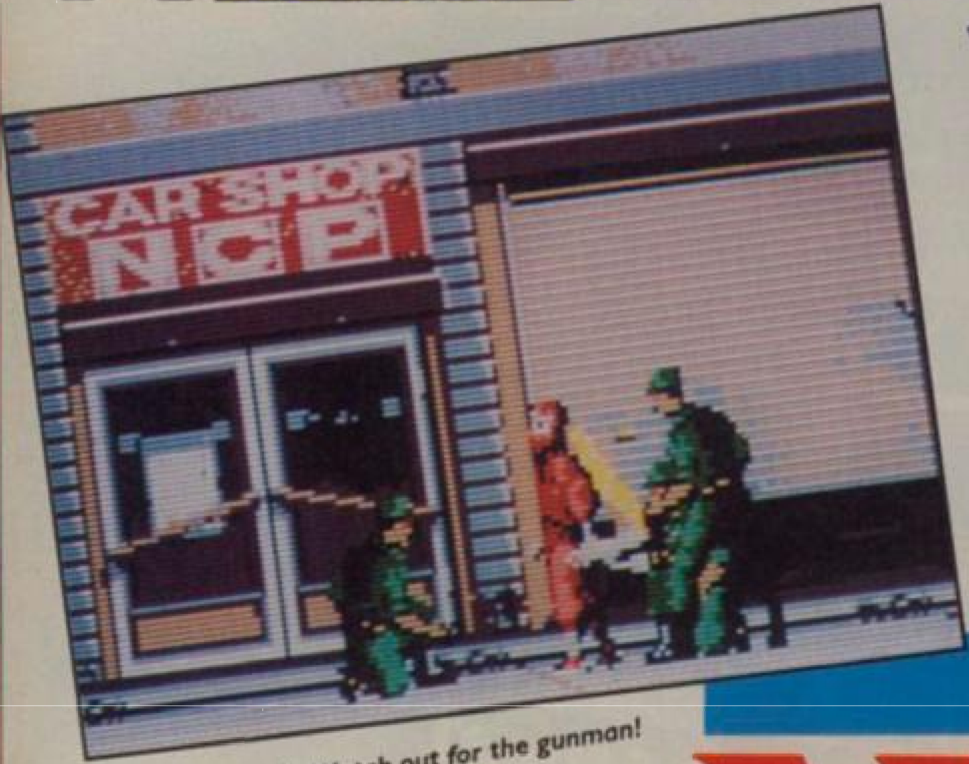


▲ Watch out for the gunman!

# NIN

BY VIRGIN/SALES CURVE

# WAR

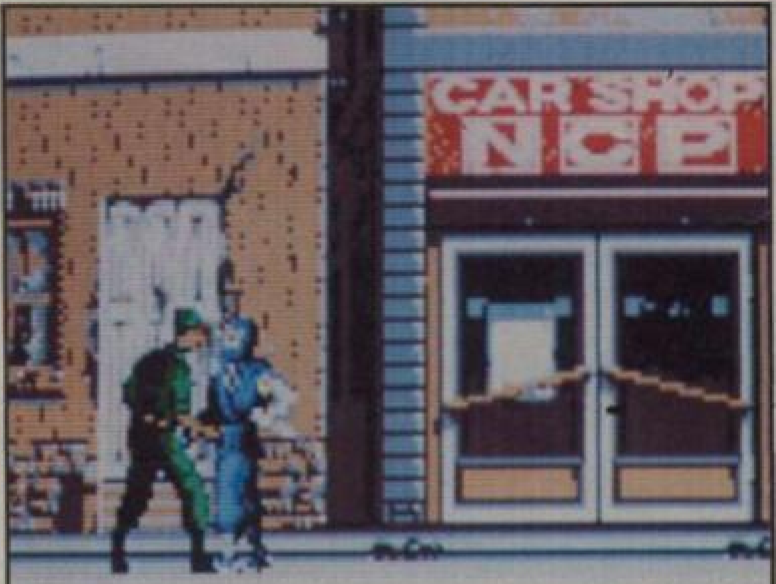
1993 is a dirty era in world history, with drugs, prostitution and similar unsavoury practices more rife the ever. Look on the bright side though, at least there's only one man controlling the lot. Snag is, the bloke in charge is President Bangler, who has the police and armed forces, as well as the entire criminal underworld in his grasp. Although he has crushed almost every uprising against him and his government, one rebel organisation, led by Mulk, continues the struggle against this vile ruler's despicable acts. A plan is drawn up to infiltrate the dictator's ranks, with the intention of assassinating Bangler, using two state of the art robots; the Ninja Warriors.

Six seedy areas stand between the droids and Bangler, and these must be cleared of hostile forces before the President can be reached. Intelligence has informed Bangler of the threat to his life however, and extra troops have been drafted in to each area, with a super-strong guardian at the end of each one to ensure the quick demise of the robots.

Disguised as knife-wielding, shuriken-throwing ninja, the droids can withstand only a limited number of hits before they explode into shards of metal. And if that isn't enough, a self-destruct device has also been built into the robots, destroying them should they fail to complete each level within the given time limit.

Ninja Warriors began as one of those ultra-trendy triple-monitor coin-ops, and the elongated look of the arcade machine has been represented surprisingly well on the ST, the overall playing area being compressed into the middle third of the screen. Although this means a reduction in the size of the graphics, everything still looks remarkably similar to the original, especially the robots which lose parts of their skin when hit by bombs and bullets, uncovering their metallic frames underneath. Animation of all the sprites is first class, with a charming little spurt of blood when enemy soldiers are downed by a shuriken. Sound is also a delight, using a combination of crisp samples and bog-standard (but still very palatable to the ear) ST music throughout to great effect.

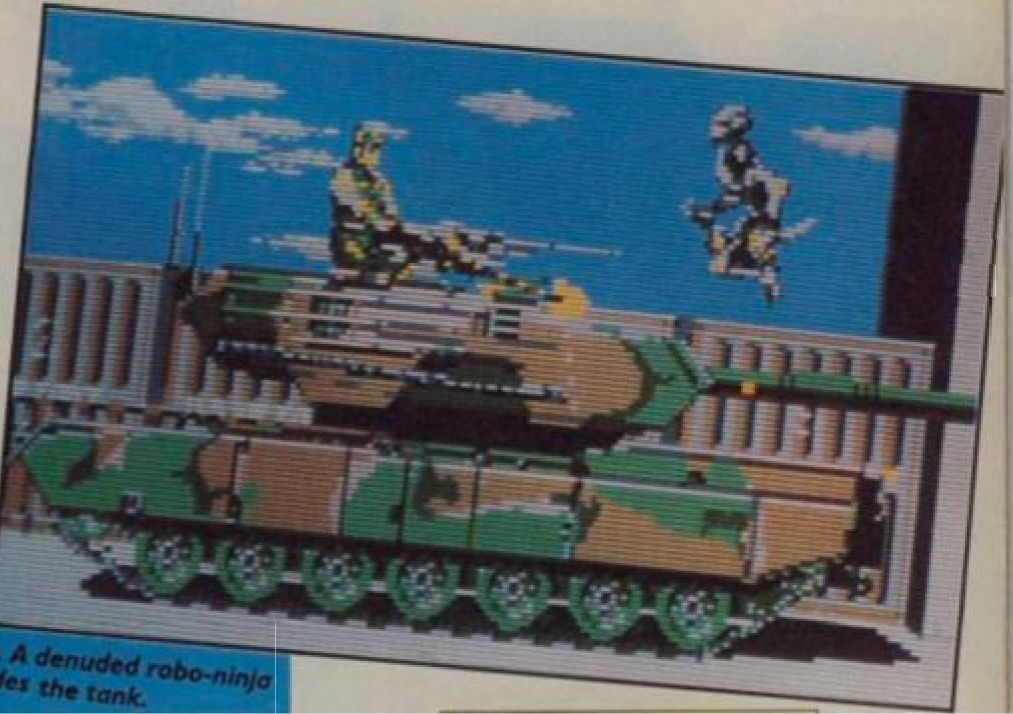
The simultaneous two-player option of the coin-op has been retained for the computer game, and rightly so; Ninja War-



▼ Taking on the hordes solo is toug

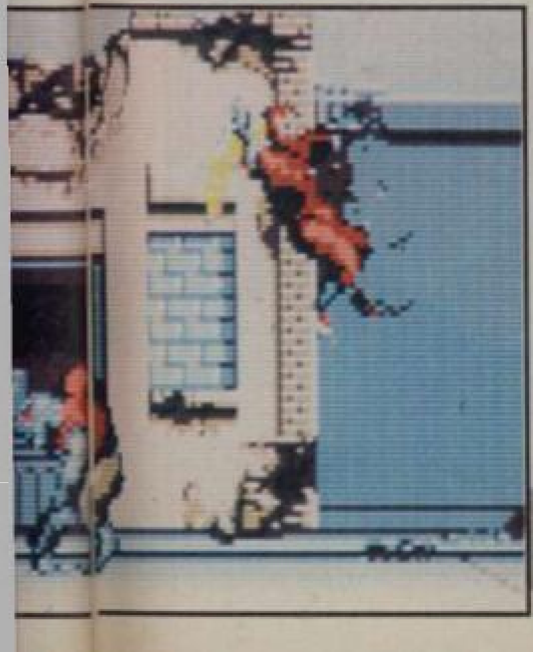
▼ Dodge the cyber-hunchback!

# NJA
# RIORS



▲ A denuded robo-ninja rides the tank.

ough!



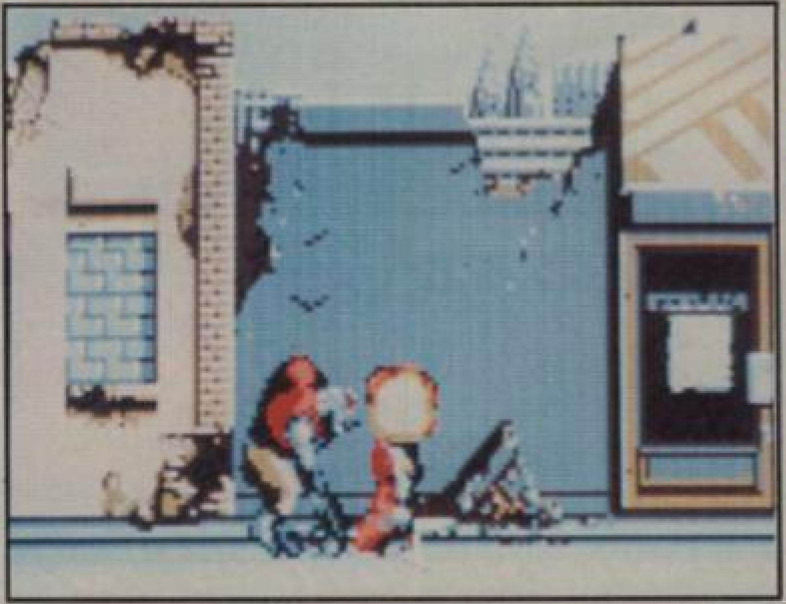
**C+VG HIT!**

riors is mega-tough almost from the word go. Mention must also be made of the clever loading system which dumps the necessary data into memory as and when it is needed. Scrolling is held up now and again because of this constant interruption from the drive, but you're normally too busy hacking up scores of soldiers either side of you to notice.

Ninja Warriors is a tough game, but the great playability keeps you coming back for more. Highly recommended to beat 'em up fans.

**PAUL RAND**

▼ *Or he'll blow your head off!*



## UPDATE

*C64 Ninja Warriors is coming soon, and also uses a thin screen to give a coin-op feel. Should be worth looking out for.*

| ST | £19.99 |
|---|---|
| GRAPHICS | 87% |
| SOUND | 85% |
| VALUE | 84% |
| PLAYABILITY | 88% |

*Ninja Warriors has transferred from coin-op to computer extraordinarily well. The graphics are small, but well-defined, and a novel loader ensures a wide variety of assailants throughout. Play is tough, but it's a conversion that hack 'n' slash arcade fans will relish.*

**OVERALL 85%**

| AMIGA | £24.99 |
|---|---|

*Slicker scrolling, better sound and better sprite definition than the ST make this a winner all the way. Ninja Warriors is one of the best beat 'em ups available on the Amiga at the moment - check it out.*

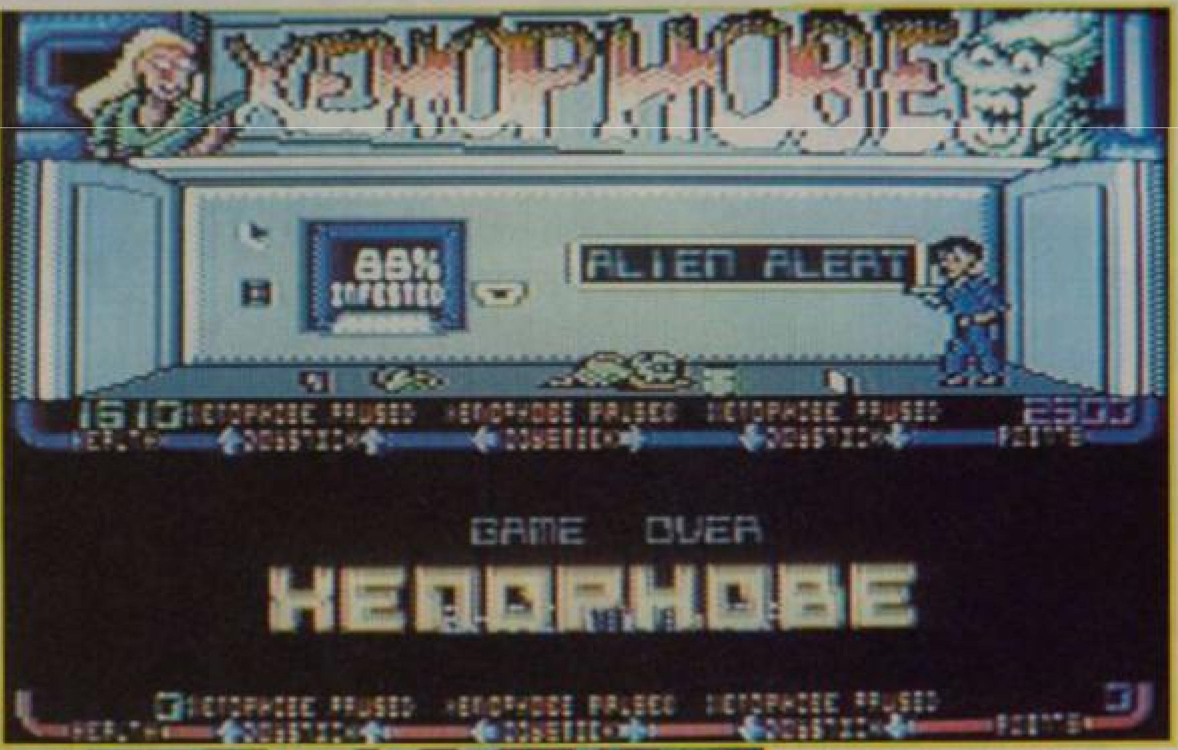
**OVERALL 86%**

# XENOPHOBE

BY MICROSTYLE

XENOPHOBE
XENOPHOBE
EXTERMINATOR

▲ *Blast that crawler.*


XENOPHOBE
88% INFESTED
ALIEN ALERT
1610
XENOPHOBE PAUSED
2500
GAME OVER
XENOPHOBE

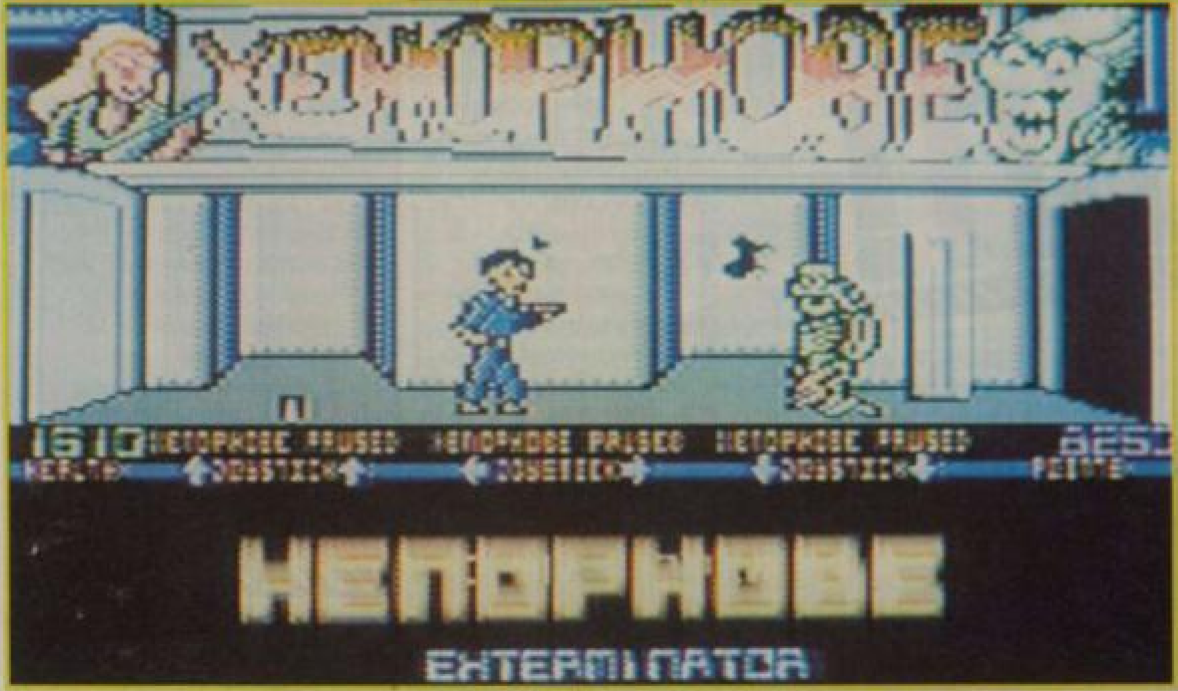
▲ *88% infection! Yipe!*

Xenophobe is a split screen one or two-player shoot 'em up in which two mercenaries enter a series of abandoned space stations and destroy the aliens who've taken over.

Although Xenophobe is an accurate conversion, it still isn't particularly fun to play. The fault lies not in the computer game itself, but instead with the coin-op from which it has been copied. Arcade Xenophobe (which incidentally featured three-player action) wasn't a hit due to its simplistic gameplay. All there is to the game is beaming onto a platform, picking up a load of objects, and shooting diagonally downwards or forwards at hordes of green aliens. There's hardly any variety from screen to screen, and very little in the way of two-player interaction. Consequently the first few games are fun, but boredom soon creeps in.

The graphics and sound are fine. But the gameplay's just too bland to make this anything other than average.

**PAUL RAND**


XENOPHOBE
1610
XENOPHOBE PAUSED
625
XENOPHOBE
EXTERMINATOR

▲ *Shoot it in the head!*

| C64 | £9.99 |
|---|---|
| GRAPHICS | 77% |
| SOUND | 80% |
| VALUE | 61% |
| PLAYABILITY | 78% |

*Starts off as a fun shoot 'n' pick 'em up, but repetitive gameplay rapidly puts a dampener on the proceedings.*

**OVERALL 60%**

**AMIGA £24.99**

*Looks and sounds the same as the coin-op, but lacks variety and lasting appeal.*

**OVERALL 61%**

**ST £19.99**

*Arcade perfect graphics and good sound, but the gameplay just doesn't hold your attention for long.*

**OVERALL 60%**

**SPEC £9.99**

*The graphics are monochrome but the gameplay's the same. There's just not enough variety to hold your attention.*

**OVERALL 61%**

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# ZOOOOOM!!!

## WIN

## A DAY BURNING UP THE TRACK AT SILVERSTONE OR A FAB RADIO CONTROL RACER

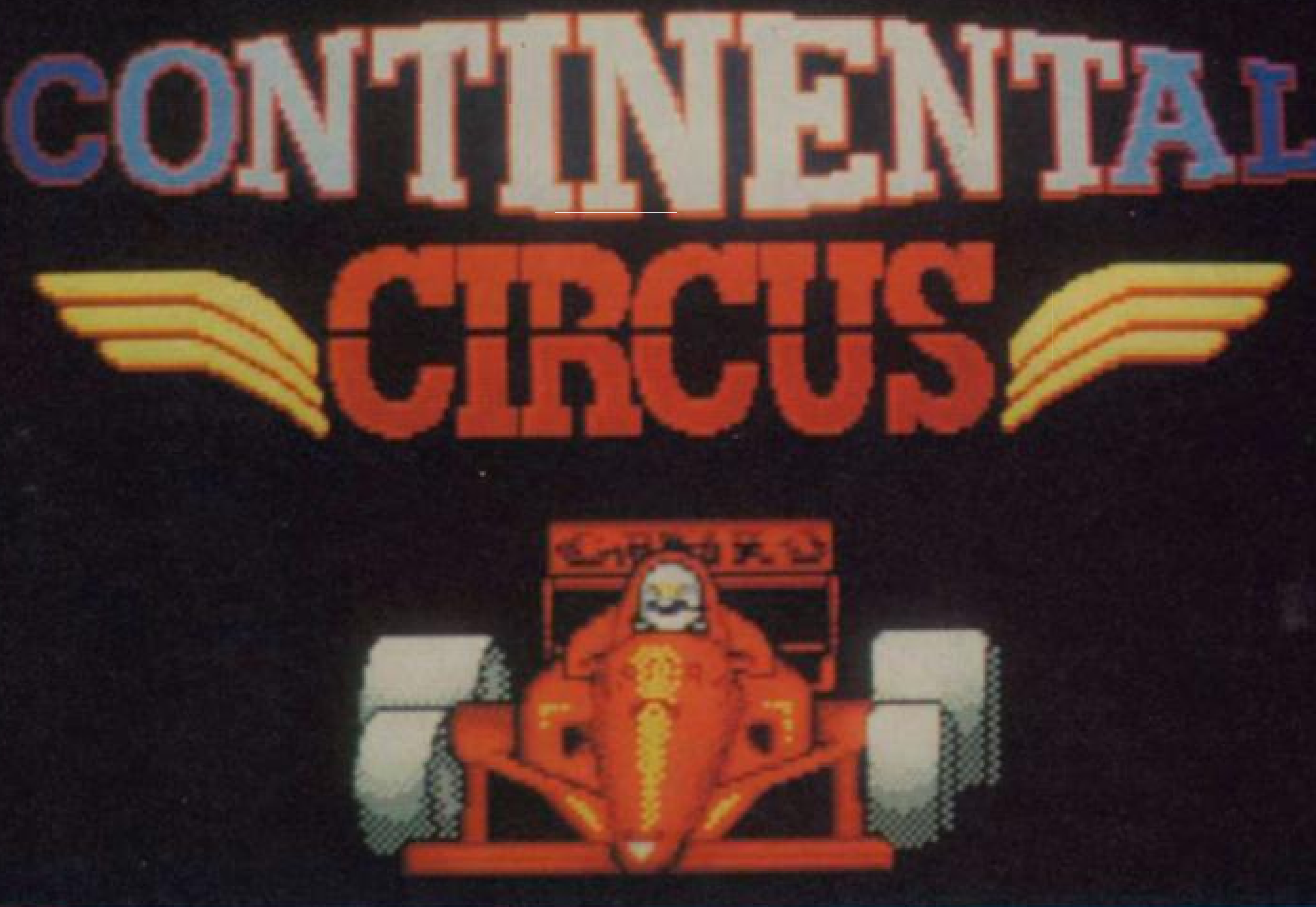
If you read last month's C+VG you'll know that Virgin Mastertronic's conversion of Continental Circus is one of the top road-racers around. But y'know, sitting in front of a screen joysticking your F-1 sprite around a famous Grand Prix circuit is all very well, but for REAL trouser-soiling thrills, there's nothing like a REAL trip around a world-famous race track, driving at mind-warping speeds in a REAL racing car! And that's just what Virgin Mastertronic are offering two first prize winners in this fabsville compo - a day's tuition at the John Watson Driving School at Silverstone in either an MG Montego EFi or a SC1 single seat racing car!

Don't despair if you're a non-driver, though, because Virgin are also giving away a terrific radio-controlled racing car, as well as copies of Continental Circus and posters as runners-up prizes for those who don't yet possess a current driving licence.

All you have to do to take delivery of one of these prizes is design the most amazing racing machine on four wheels. You know the sort of thing - Pirelli Enormo-tyres, a vast engine, loads of chrome and some puretty fancy paintwork - something that could do some real damage to the environment.

Get your sketch or painting in a whopper envelope and send it to: I'VE DESIGNED A CAR THAT LOOKS SO MEAN YOU'LL HAVE TO CHANGE YOUR UNDERPANTS COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

We'll be judging the competition as soon as we get back from Christmas hols (if we survive New Year's Eve, that is), so make sure your entries are in by January 3rd.



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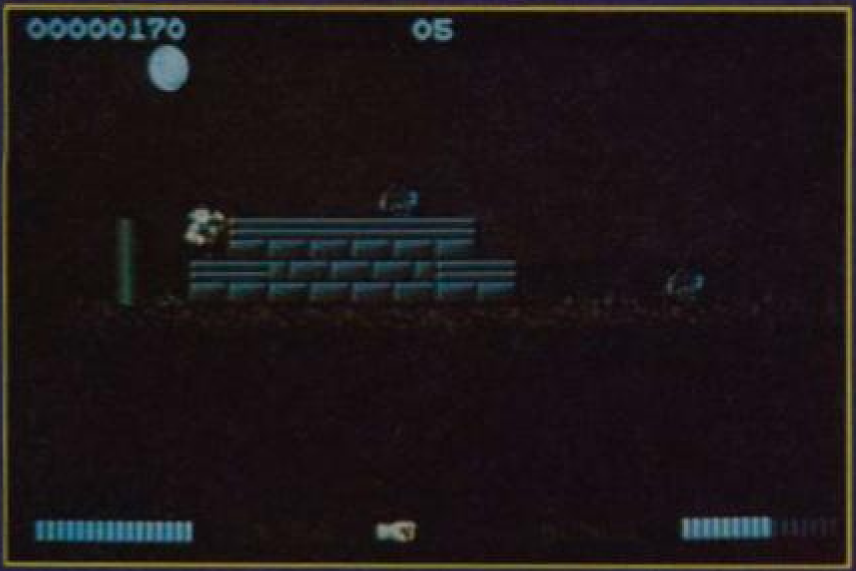


▲ *Kick the block on this screen for extra energy.*

▲ *Very Oriental opening screens.*

# SWITC

BY GREMLIN GRAPHICS

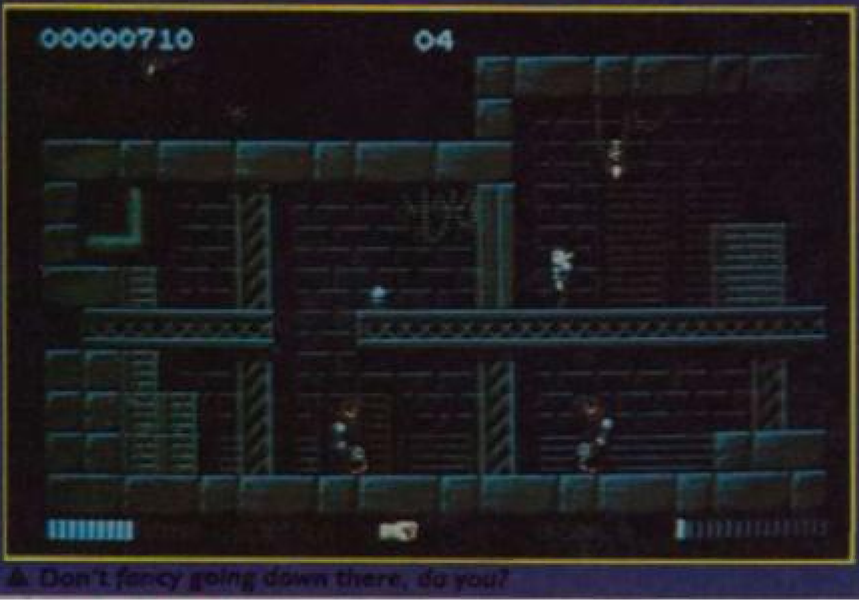
Hiro, the last Bladeknight, stands alone and stares across the barren, red wastelands that were once the peaceful world of Thraxx. He is the only survivor of a terrible war, waged by Havok and his nightmarish forces, who rose up and shattered the Fireblade, the power source of the people of Thraxx. Now he must avenge the death of his race by entering the Undercity, Havok's lair, piecing together the sixteen segments of the shattered blade and using it to kill Havok...

The mission starts near the entrance of the Undercity, a sprawling hazard-packed labyrinth that's heavily populated by Havok's hordes who attack Hiro on sight.

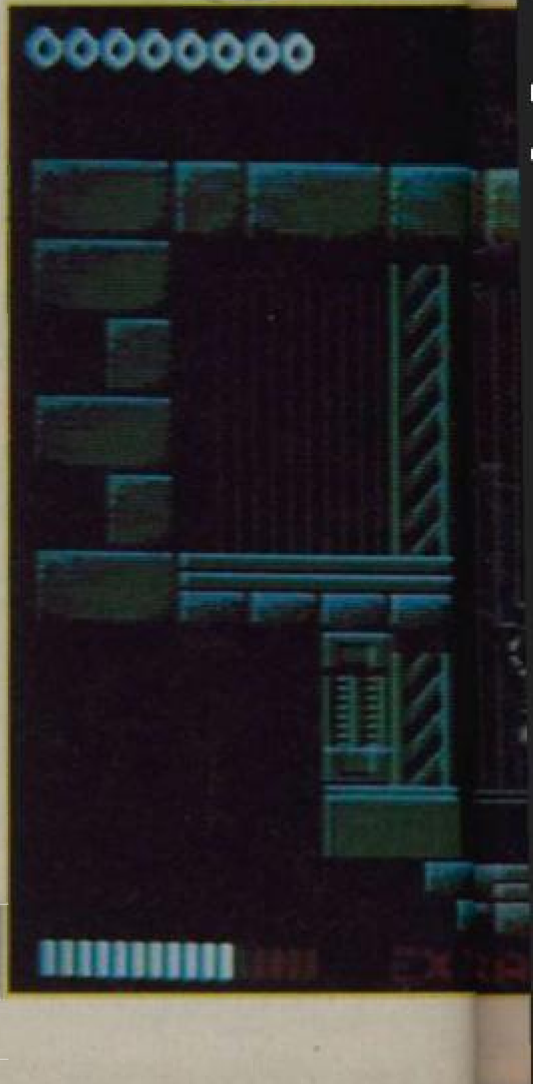
Being a Bladeknight, he is skilled in combat, but sometimes even his powerful punches and kicks can't cope with the vicious onslaught, and his energy bar is worn down as the enemy strike. If the bar is worn down five times his mission is over.

But things aren't all bad - sometimes extra energy capsules and even weapons such as guns and firebomb launchers can be found by kicking open false panels in the walls. Extra weapons are extremely useful, but because the power of the Fireblade has been destroyed, they only work for a limited period of time.

The pieces of the Fireblade are hidden throughout the Undercity, often in rooms



▲ *Don't fancy going down there, do you?*

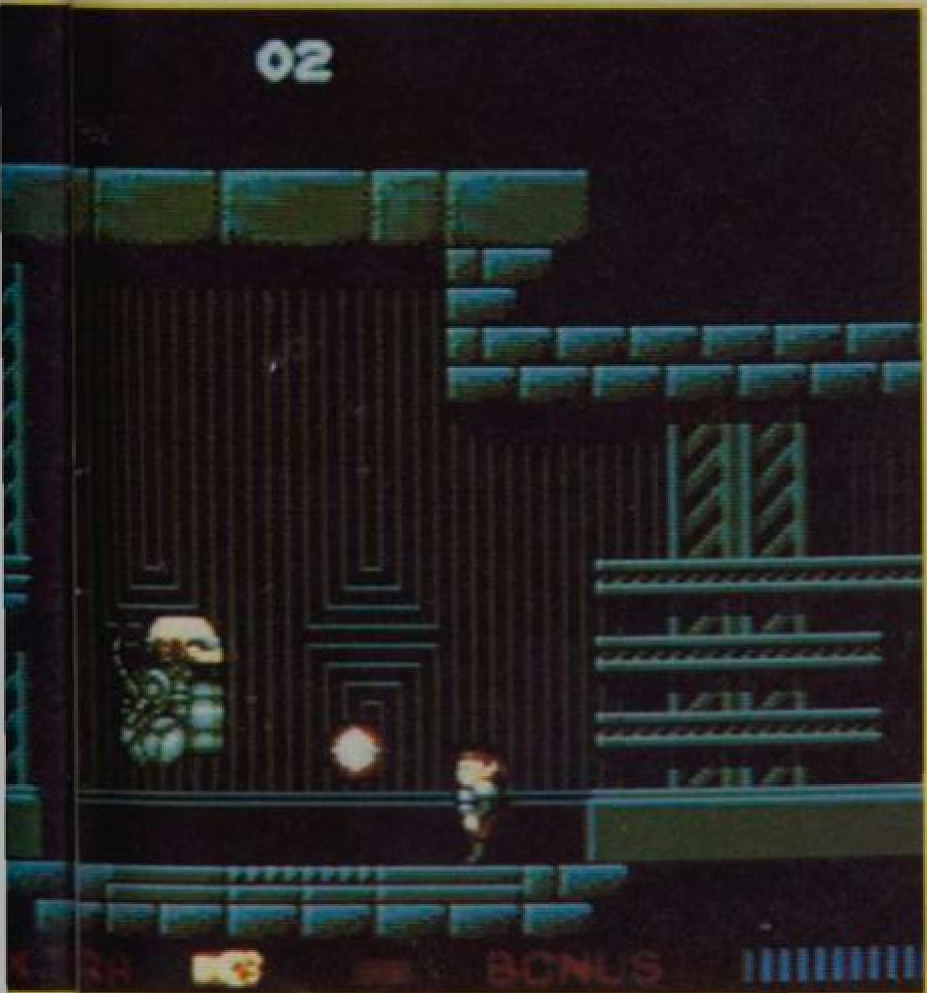


SWITCHBLADE

▲ *Hola! The title screen (yeah, we ran out of pics).*

whose doors are hidden behind walls which break when punched or kicked. So when you enter a new room, check out any likely-looking walls for hidden rooms and secret passages.

# HBLADE



When the Fireblade is fully assembled, Hiro can finally hunt down Havok and face him in a final showdown. There can only be one winner...

Switchblade (designed and programmed by Core, who were also responsible for the brilliant Rick Dangerous) is a tremendous game which looks and sounds like a 16 bit product, but plays like a console game. The gameplay is superlative, with a beautifully-balanced difficulty level that is very challenging, but lets you get just a little bit further with every go, making it massively addictive (watch the hours fly by when you're playing it). There are loads (and I mean loads) of hidden bonuses to discover, and you seem to find something new every game, adding even more lasting appeal.

The graphics are small, but detailed, and the sound is great, with a thumping good soundtrack and excellent spot effects. But it's the incredibly addictive gameplay that makes Switchblade a classic platform game that no self-respecting games player should be without.

**JULIAN RIGNALL**

**C+VG HIT!**

## UPDATE

*ST, Amstrad, Spectrum and C64 versions are coming soon, and will all feature the same maddeningly addictive gameplay. Don't miss 'em.*

| AMIGA | £24.99 |
|---|---|
| GRAPHICS | 81% |
| SOUND | 91% |
| VALUE | 90% |
| PLAYABILITY | 95% |

*A smashing platform game which combines unbelievably addictive gameplay with great graphics and sound. If you thought Rick Dangerous was good, this'll blow your socks off!!!*

**OVERALL 93%**

# 1 BATMAN

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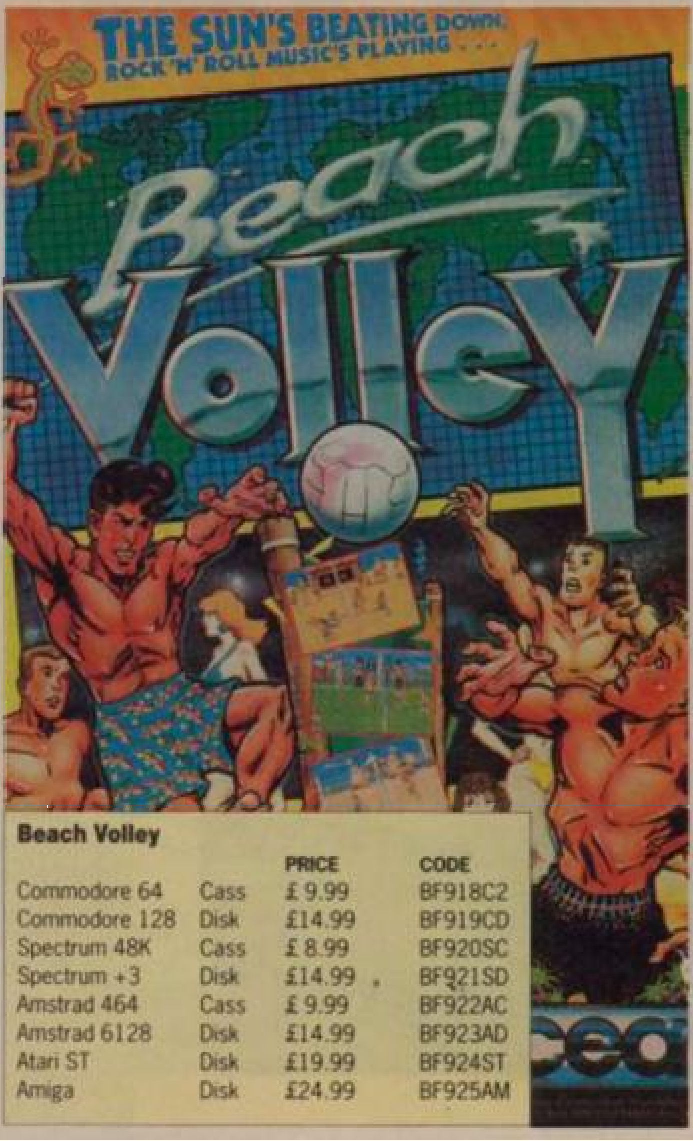
### Beach Volley
from Ocean

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches. Fantastic action with variable service and play controls as you lob the defences, try a lightening reflex short smash to win back your service, jump block or defend your match winner.

This is Beach Volley... you may even catch a tan!.


THE SUN'S BEATING DOWN, ROCK 'N' ROLL MUSIC'S PLAYING . . .
Beach Volley
ocean

**Beach Volley**

| | | PRICE | CODE |
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| Amstrad 464 | Cass | £ 9.99 | BF922AC |
| Amstrad 6128 | Disk | £14.99 | BF923AD |
| Atari ST | Disk | £19.99 | BF924ST |
| Amiga | Disk | £24.99 | BF925AM |

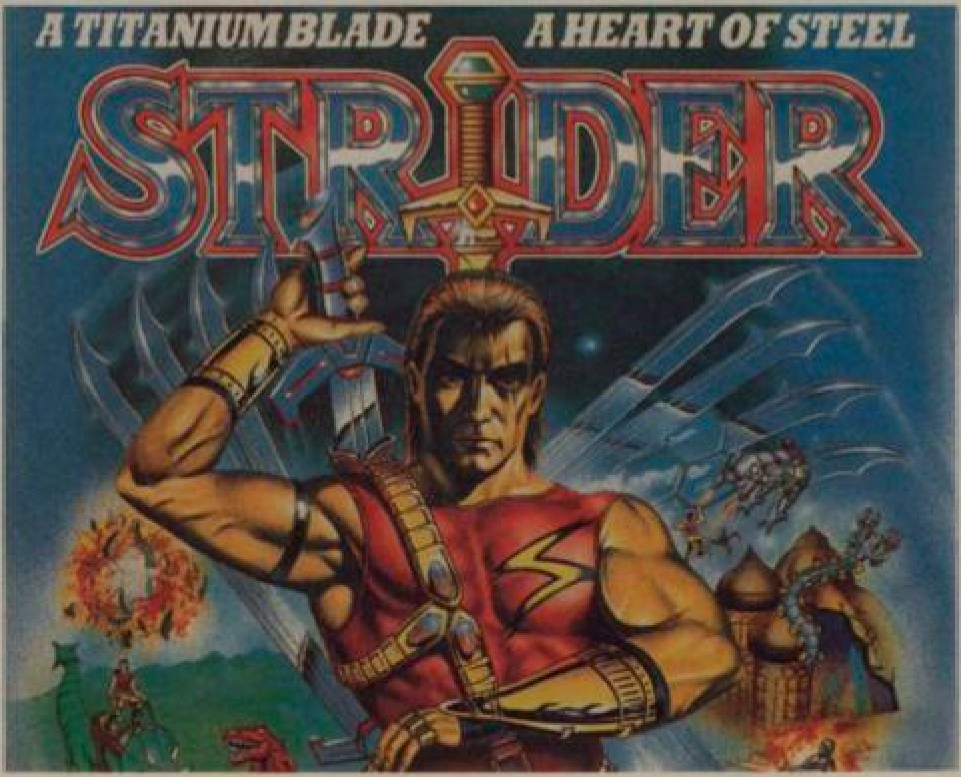
DRIVING'S BIG
JUST G
Out
MORE CAR
MORE ROAD
MORE ACTION

# 2

## Strider
from US Gold

In the eternal struggle between good and evil, both Russians and Russia look very different. You take on the role of Strider Hiryu and need to do battle with The Lord and his wicked minions. You're dropped into Red Square and must guide Strider across platforms destroying KGB agents with your trusty sword.
Get through all this and return to Moscow to face the Grand Master of the Red Army.

*"Arcade fans who like their games spiced with plenty of action and rushing around are certainly going to enjoy this."*
**Amiga Format**



**Strider**

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| Spectrum +3 | Disk | £14.99 | BF912SD |
| Amstrad 464 | Cass | £ 9.99 | BF913AC |
| Amstrad 6128 | Disk | £14.99 | BF914AD |
| Atari ST | Disk | £19.99 | BF915ST |
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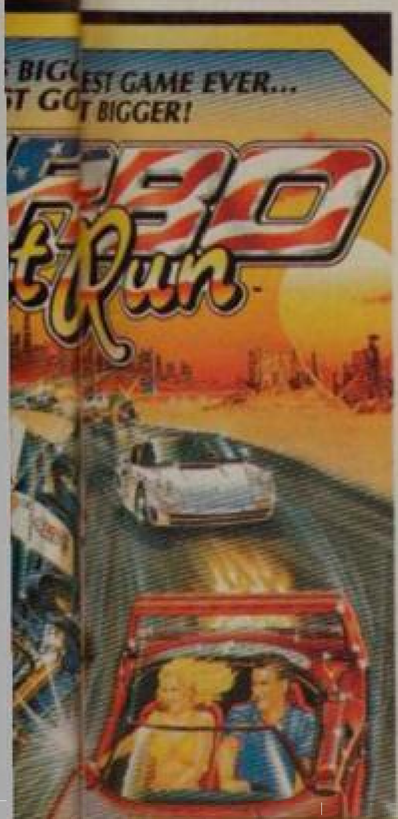
AA RAVE! AA RAVE! AA RAVE! AA RAVE! AA RAVE!
ST FORMAT GOLD

# - GET ONE FREE!


EST GAME EVER...
T BIGGER!
Run
SEGA

# 4

## Turbo Out Run
from U S Gold

Get ready to put your foot to the metal, pedal to the floor, because Out Run is back!
The game takes you on a 4 stage race accross America. Driving a Ferrari F40 you'll battle bumper to bumper with good guys and bad guys, police cars, Porsches, blown engines and fickle girlfriends. Sixteen different scenes will take you through congested city streets, over snow and icy mountain passes and across sun-baked deserts. Drive day-time and night-time and go for manual or auto gear-box selection.

**Turbo Out Run**

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| Spectrum +3 | Disk | £14.99 | BF929SD |
| Amstrad 464 | Cass | £9.99 | BF930AC |
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*Please make cheques payable to "Big Four Mail Order".*

**CVG 12/89**

# HARD DRIVIN

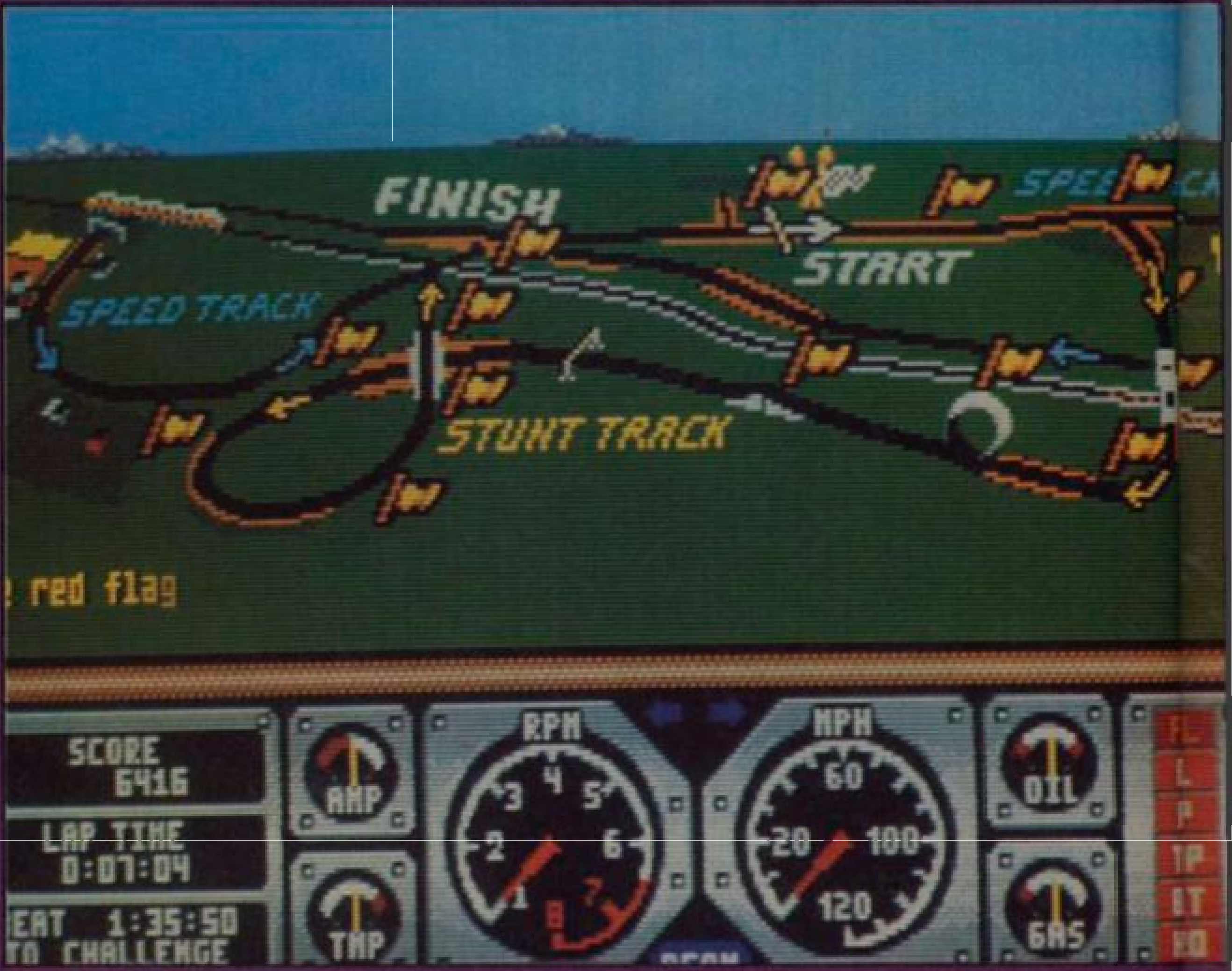
### BY DOMARK

Hard Drivin' was originally developed as a real driving simulator, designed to help learners get the feel of what it's like to be behind the wheel of a car. However, halfway through development, the programming team wisely decided that the machine would make far more money if it was turned into a coin-op, so they beefed up the specifications of the car, added speed and stunt tracks... and created the highest-grossing arcade game of all time.

The coin-op is an impressive beast, and features very fast filled-3D polygon graphics that create a real-world environment. There are options that let you select an automatic or manual five-speed gearbox, and the car handles very realistically. So how the hell has it been squeezed into an ST? Read on and find out...

As in the arcade game you're given the choice of an automatic or manual gearbox. Automatic is a must for beginners. Cocky drivers who opt for manual gear change can use the keyboard or a joystick just like a real stick-shift. You can also use a joystick or keyboard for steering, but the mouse gives the best feedback and provides the best feeling of really driving.

Once you've got the controls sussed it's onto the race. There are two tracks to drive on, stunt and speed, and the rules are simple - just drive through one of the checkpoints down the road before the clock runs out to gain extra time. As long as you keep on going through those checkpoints (there are three) you can keep on going. But be prepared to put your foot down, 'cos the time limits get tighter and tighter!



▲ *The tracks - expect more in the near future!*

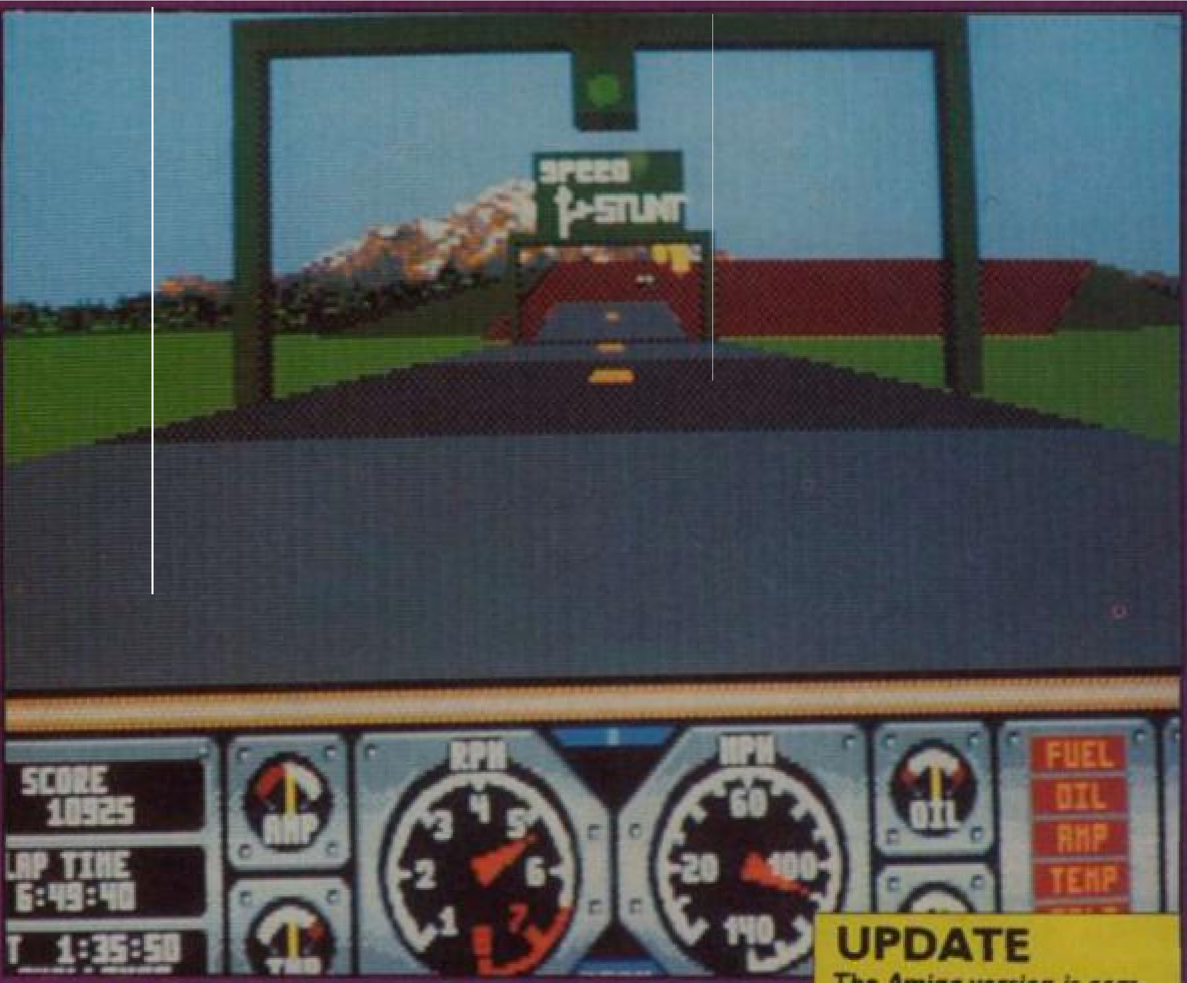
Just like in real life, it's the other road users who make life difficult. Cars and trucks cruise the tracks in both directions and while they don't actually drive dangerously, they do get in the way something chronic. When the clock is ticking down you have to be prepared for some pretty hairy overtaking, and if there's anything coming in the opposite direction... KAPLOOIE!

It's almost worth crashing, though, because whenever you total the car on a building or another vehicle, fly off the loop-the-loop, fail to make the jump over the bridge, the crash is replayed from a remote angle so you can see exactly how you just hospitalized yourself!

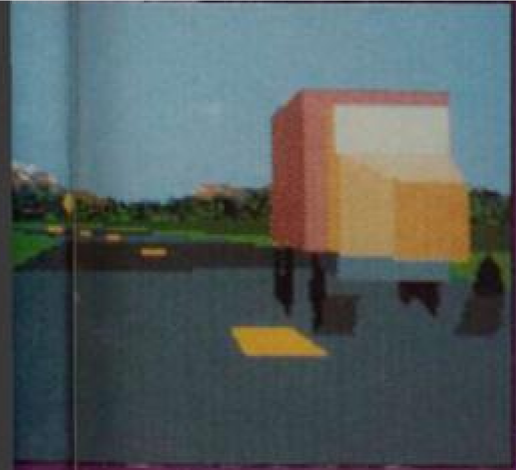
At the start of a game, you're given a lap time target. Beat it and you get the chance to challenge the legendary Phantom Photon, a mean computer driver who'll give you a very fast one-lap race around the course. Beat him to the finishing post and your winning lap is kept in memory as the next lap time target - beat your own record and you actually challenge yourself to a race, with the computer car exactly reproducing your winning lap! Brilliant, eh?

Programmer Juergen Friedrich has worked miracles in

FUEL
OIL
AMP
TEMP
BELT
H2O


SPEED
STUNT
SCORE 10925
LAP TIME 6:49:40
1:35:50
RPM
MPH
AMP
OIL
FUEL
OIL
AMP
TEMP

▲ *Ready... Go!*
▼ *Don't get too close to the truck or...*



▼ *...KERRRUNCH! as the remote replay shows!*

pouring the proverbial quart into a pint-pot. The arcade game relied on very specialised hardware to produce the 3D graphics, but the ST has reproduced these superbly, and what's more, they hardly slow down at all when things get busy. Sampled arcade sound effects are in there, too, from the screeching of tyres to the distressed cow. But it's the perfect control feedback and the exhilarating sensation of driving unfeasibly fast over unfeasible obstacles that provide one of the greatest racing experiences you'll have on a home computer.

As if you needed any further persuading, Domark are releasing extra track disks early next year to use with Hard Drivin', featuring new cars, tracks and roadside obstacles, and later on in the year they plan to release a full track editor, so you can design and race your own tracks! What more could racing fans ask for?

**JULIAN RIGNALL**

| ST | £19.99 |
|---|---|
| GRAPHICS | 90% |
| SOUND | 78% |
| VALUE | 89% |
| PLAYABILITY | 93% |

*A stunning conversion that contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers.*

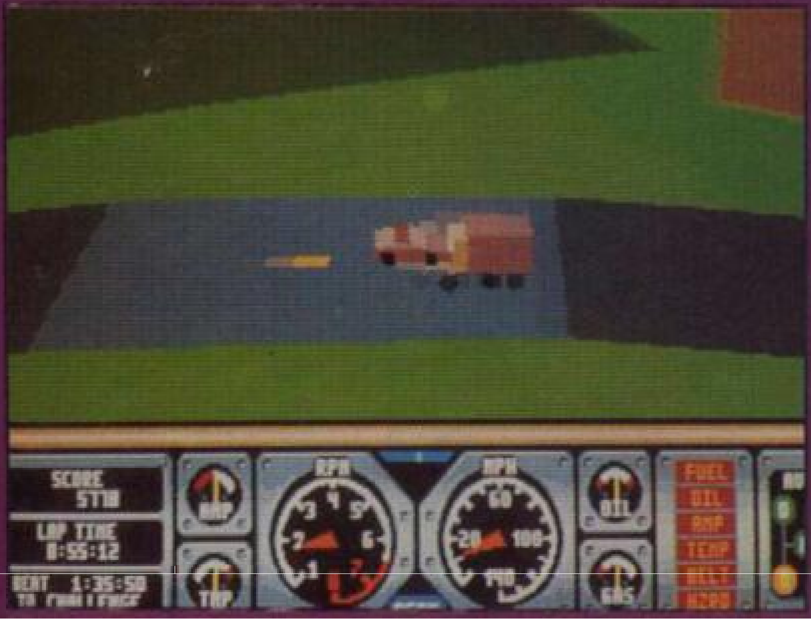
**OVERALL 92%**

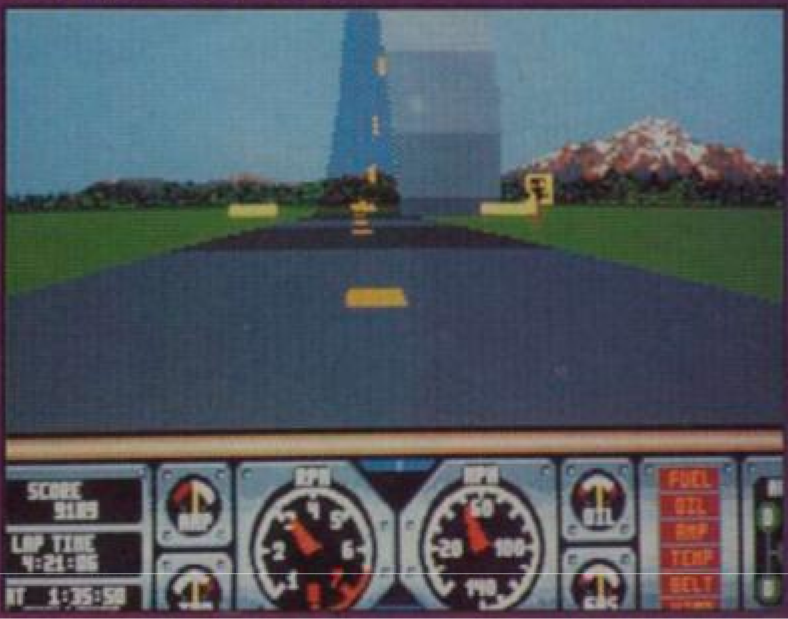
**C+VG HIT!**

## UPDATE

***The Amiga version is coming along nicely, and will look and play the same as the ST version. Spectrum and Amstrad Hard Drivin' both look very impressive, although they do slow down when there's lots going on - still all the features of the arcade game are in there. The C64 version is an unknown quantity - it's not the greatest machine for doing 3D graphics, so it's advisable to take a look at the game before buying.***

▼ *The infamous loop-the-loop.*


SCORE 5718
LAP TIME 8:55:12
1:35:50
RPM
MPH
FUEL
OIL
AMP
TEMP
BELT
H2O


SCORE 9189
LAP TIME 4:21:06
1:35:50
RPM
MPH
FUEL
OIL
AMP
TEMP
BELT

FIREBIRD
QUARTZ
RICK DANGEROUS
FIREBIRD
P47

# THE BEST OF ARCADE ACTION

**RICK DANGEROUS.** Explorer extraordinaire Rick Dangerous dodges traps with guile and defies death with a smile through the perils of foreign adventure. The most exciting funniest, and original platform game in years.
"Rick Dangerous is simply a brilliant game & combines humerous graphics & some of the most devious low down game play I've seen in years." C & VG HIT.

**QUARTZ.** You'll need super-human reactions to play Quartz, a challenging 8-way scrolling blast-'em-up, where missiles whizz in every direction. Keep your finger on the trigger and your wits about you to survive 22 levels of mayhem.
Quotation . . . . "incorporates just about every shoot-'em-up concept ever devised — enough to impress just about anybody." The One.

**MR HELI.** Get your chopper airborne and steer Mr. Heli through mazes laden with danger; earn your money to buy new weapons as the fire-power is upped; clearing your path to unmask 'The Muddy' takes nerve and cunning. Play sharp, steer right, keep up the fight!

**P-47.** Pilot your World War II Lightning P-47 Thunderbolt dangerously deep behind enemy lines. Blow-away the enemy air-force, blitz ground installations and blast your way to victory in this stunning conversion of the Jaleco coin-op.

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

# AXEL'S MAGIC HAMMER

**BY GREMLIN**

Axel has become mega-rich, due to all the royalties which he received from being named in the Beverly Hills Cop theme tune, and he's as happy as a sand lark because of it. Unfortunately, his girlfriend Lucy isn't what you'd call over the moon, as she's been kidnapped by a big, green dragon whose song was rejected by the film company. Axel, being the charming chappie that he is (and because he wants even more publicity and royalties), braves the terrors of the outside world and sets off to find young Luce...

The dragon is hiding in a faraway castle which Axel must reach to pay the ransom, passing though eight different lands before reaching his woman. A myriad of baddies must be annihilated along the way, which include poisonous snakes, vampire bats and primitive pygmy tribesmen. To add to this confused state of affairs, Axel must collect all of his cash, which is hidden throughout the eight levels (the shy superstar doesn't trust banks), in order to get his girl back safely.

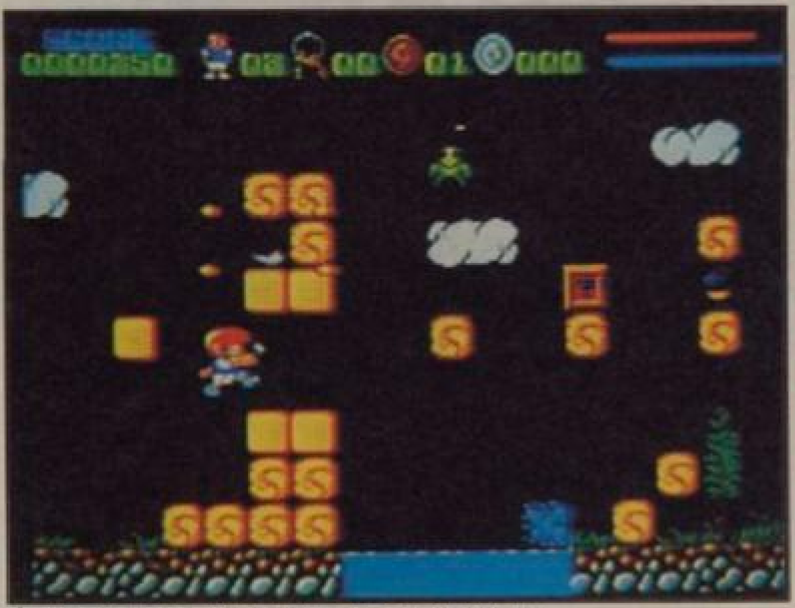
To protect himself from the rigours of the outside world, Axel carries a hammer with which to biff the baddies over the head, as well as to smash the many blocks which contain the loot. Some blocks, though, hide useful objects which our lad can utilise on his journey, articles which include new weapons, extra lives and keys to secret doors.

Axel is working to a strict time limit set by the dragon, but he still has enough time to search the many bonus rooms, hidden across the levels, which may or may not contain money or objects.

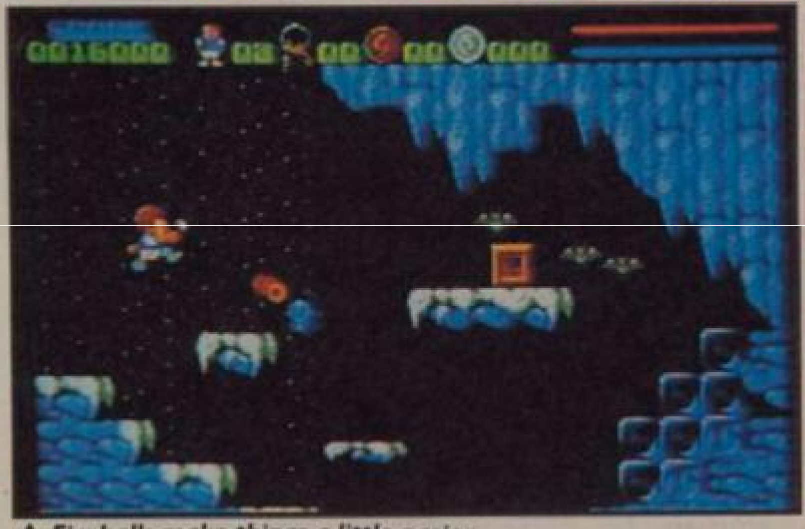
Anyone who owns a Sega console will immediately realise where the programmers have taken their inspiration from; the thought of Alex Kidd practically butts you in the face from the word go. In fact, Axel's Magic Hammer is a clever combination of all those cute Japanese games, with devilish woodland creatures bogging you down wherever you go, lots of goodies to collect and a host of hidden rooms to hunt down and loot. Unfortunately, programmers Core have made one little slip-up while attempting to put across the feel of a trendy Japanese arcade adventure - when was the last time you saw Mario or Alex fighting their way across a black backdrop? Garish colour is all-important in this type of product, something which has been overlooked.

Still, that's hardly a niggle, and Axel's Magic Hammer gets the thumbs-up from this reviewer. It's captured the feel of the consoles, with a host of cuddly graphics which you'd want to snuggle up to, were they not trying to do you in, and music is suitably bouncy, jingly and generally superbly suited to the proceedings. Brilliant!

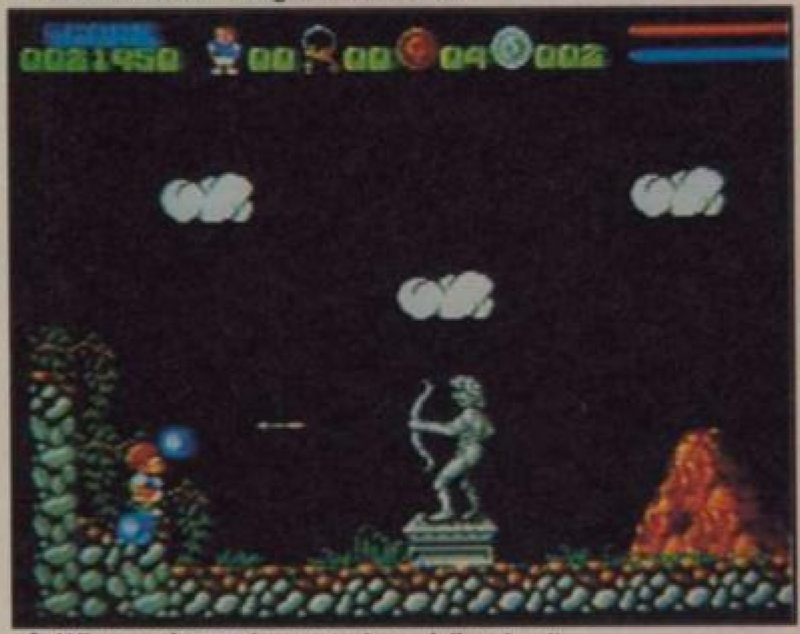
**PAUL RAND**



▲ *Our helmeted hero busts bricks 'n' blocks.*



▲ *Fireballs make things a little easier.*



▲ *What an 'arrowing experience! (har har!)*

## UPDATE

***The Amiga version of Axel's Magic Hammer will be released shortly, and with the exception of a few minor colour and sound alterations, should be exactly the same as the ST game.***

| ST | £19.99 |
|---|---|
| GRAPHICS | 79% |
| SOUND | 82% |
| VALUE | 82% |
| PLAYABILITY | 85% |

***Alex Kidd on the ST? Not quite, but an impressive game-of-the-genre, which gives ST owners the chance to play console owners at their own game.***

**OVERALL 83%**

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| KNIGHT FORCE | 6.50 | N/A | 6.99 |
| LAZER SQUAD | 6.99 | 6.99 | 6.99 |
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# WOOOAH! WEEEE!! WHOO-HOOO!!

## OH DEAR, I'VE CRASHED.

Oh, how the cynics chuckled when Domark announced they had bought the licence to convert Atari's Hard Drivin', the machine with the mighty "Polygonizer" hardware which makes fast 3D vector graphics such a breeze to program.

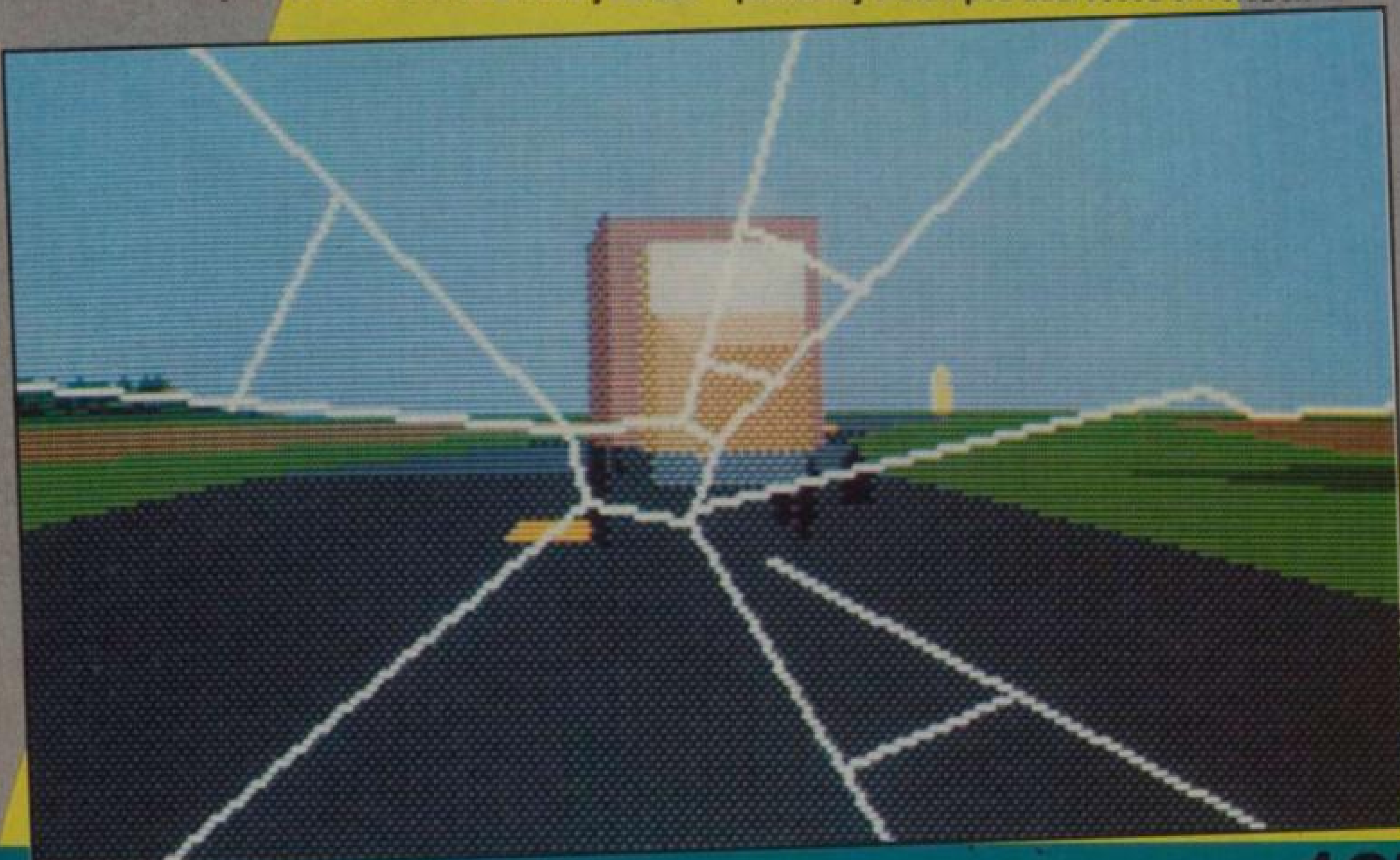
But now those same cynics are "laughing on the other side of their faces" (to coin a popular phrase) and if you look at the review on page 120 of this issue, you'll see why. The conversions are nothing short of brilliant, and Domark are so pleased with them that they are happy, nay, ecstatic to be giving away a brand spanking new video cassette recorder and a collection of highly entertaining cassettes, jam-packed with stunt driving escapades and loads of car-crashing laffs. Great fun, all in all.

"How do I win this saucy prize?" is the question which is no doubt playing about your lips. Well, me old beauties, all you have to do is this. Find yourself a large piece of paper, dig out your little sister's Care Bear-shaped fluffy pencil case, then pull on your thinking cap and design the ULTIMATE stunt driving course.

We want loop-the-loops of course. Daredevil leaps - sure, yeah. But the winner will have even more bizarre and exotic obstacles on his or her track, like... Oh no, no clues. We're going to leave it wholly to your imagination.

Once you've got your idea on paper, bung it in a nice big envelope then whizz it off tooooo... THE "DOMARK DOESN'T HALF DRIVE A HARD BARGAIN" COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The winner will be picked as soon as we come back from our Christmas hols in January of next year. Remember, we can only return entries if they're accompanied by a stamped addressed envelope!!



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| TITLE | SPEC CASS | SPEC DISK | C64 CASS | C64 DISK |
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| Indy Last Crusade | 6.90 | — | 7.25 | 10.85 |
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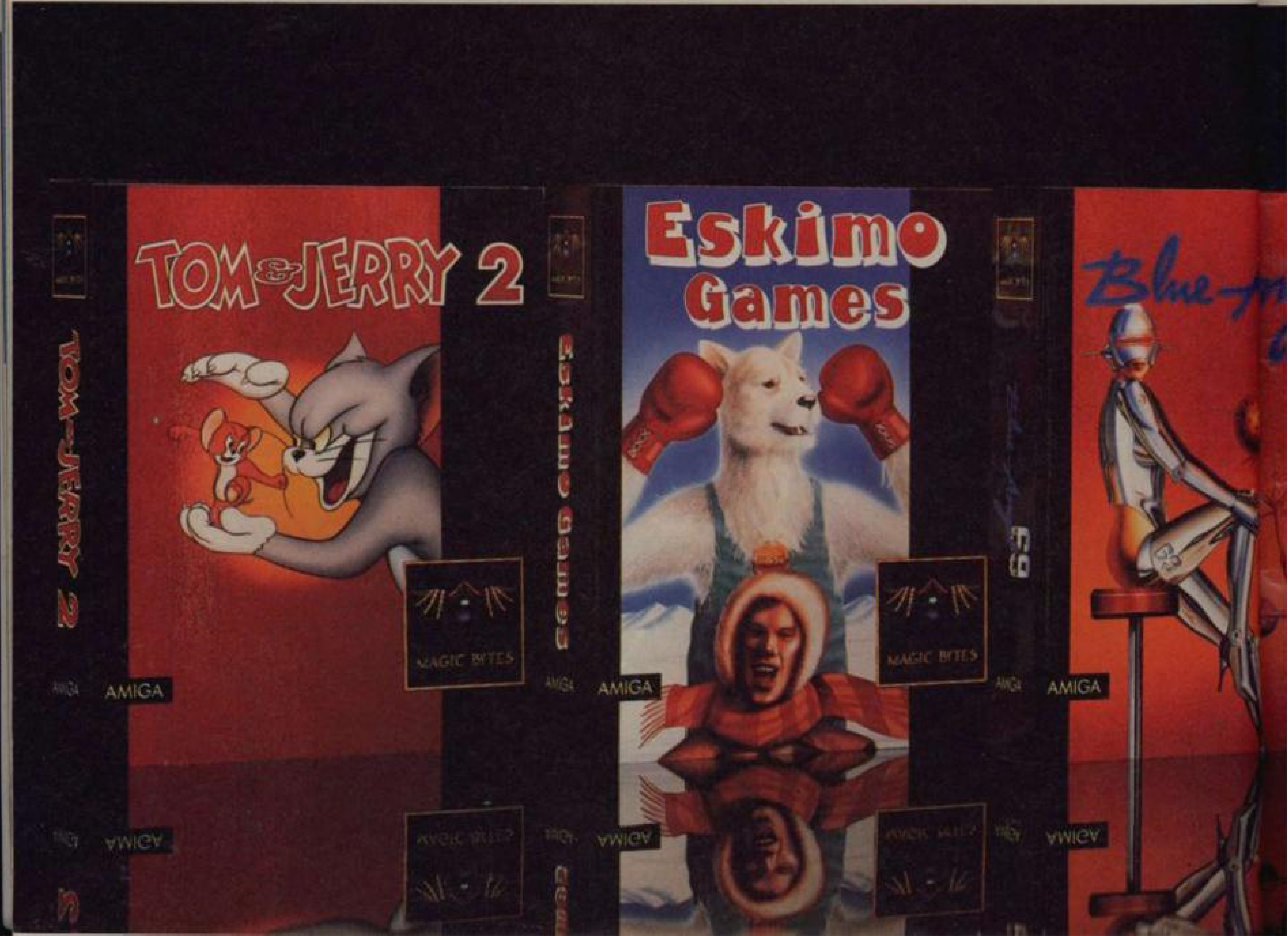

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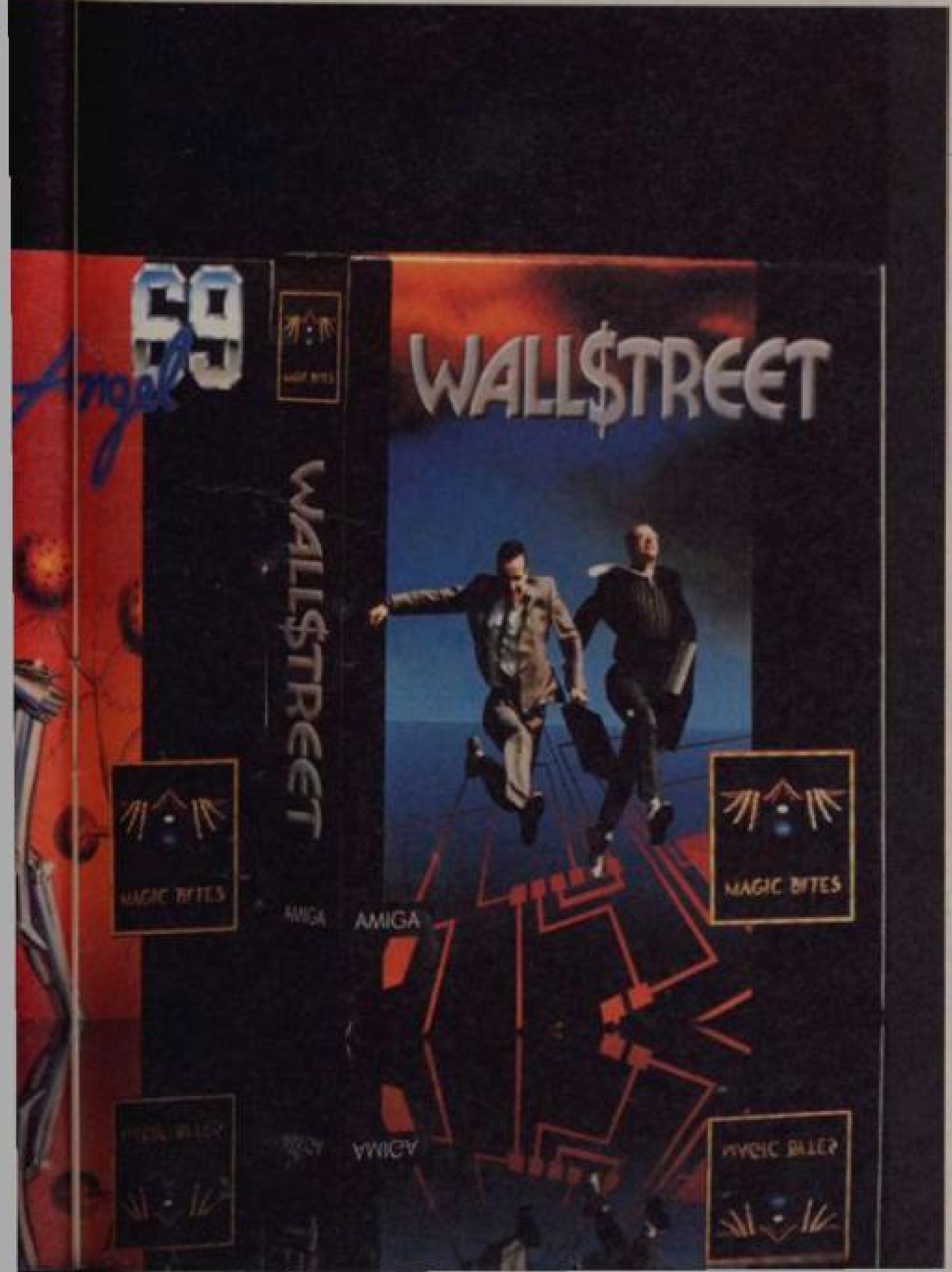

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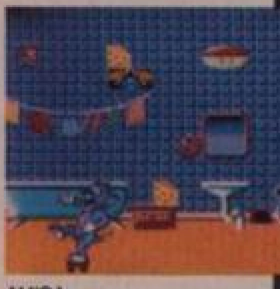

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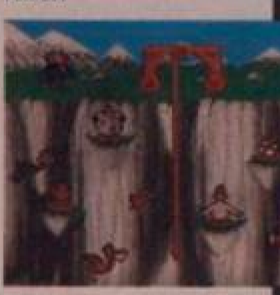

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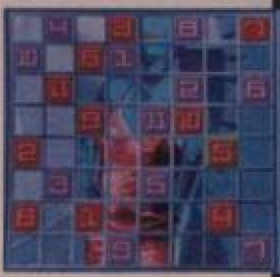

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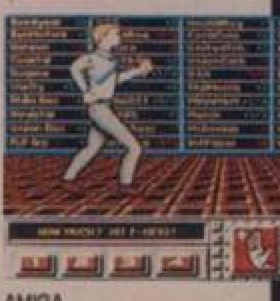

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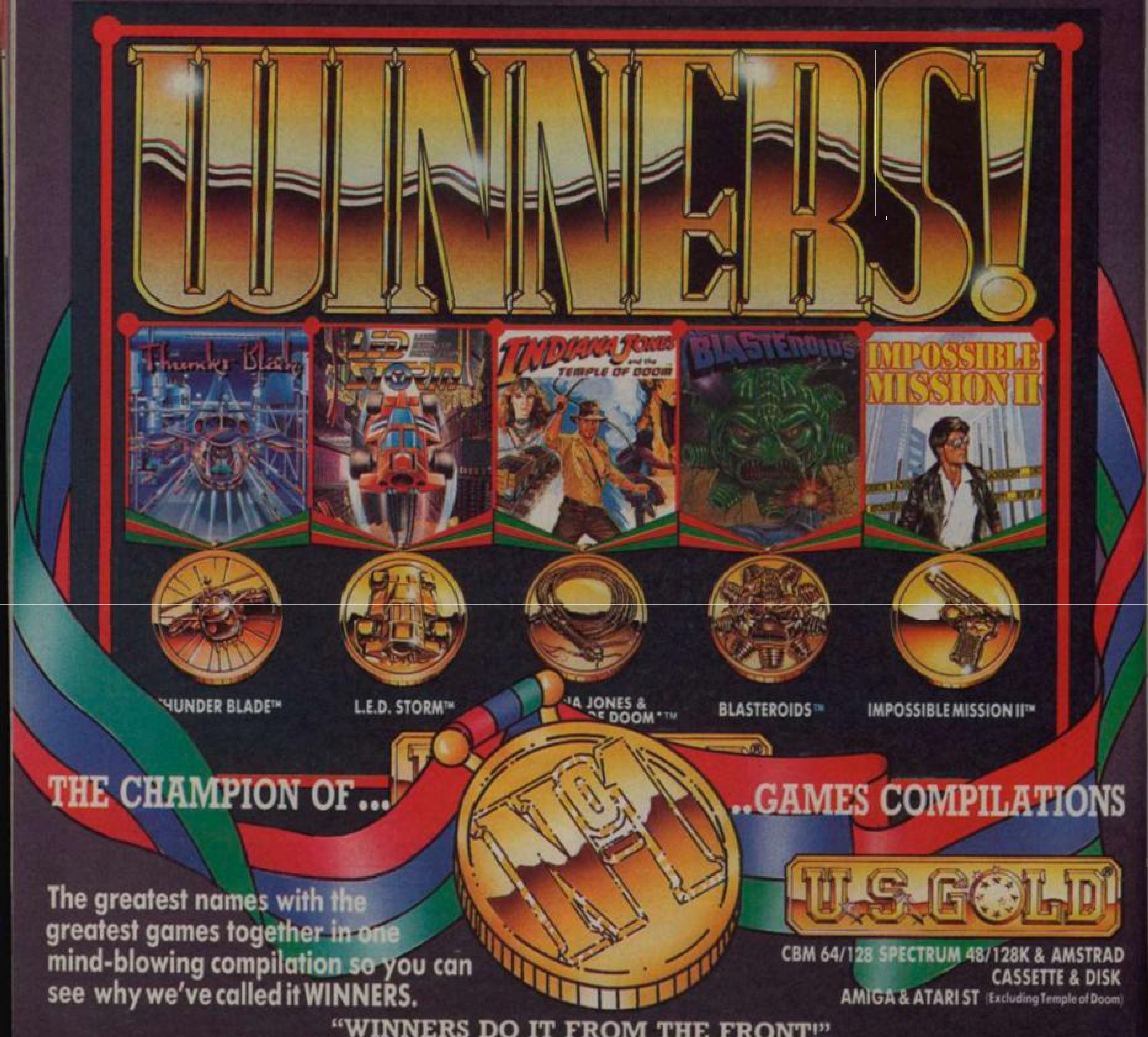
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# SCAPEGHOST

**C+VG HIT!**

### BY LEVEL 9

There's one thing you can be sure of when you play Scapeghost - you won't make a fatal mistake that will get you killed. How come? You're already dead when the game starts! In fact, you start your existence in this game by watching the crowd disperse at the end of your own funeral, and from then on, it's up to you to prove how effective a ghost you can be.

The adventure is in three parts, and whilst each can be played separately, it's far better to treat the game as one whole adventure. In this case, on the Amiga at least, moving between parts is almost transparent to the player. Playing a part out of order will undoubtedly spoil the story as a whole.

▲ *Luke uses force.*

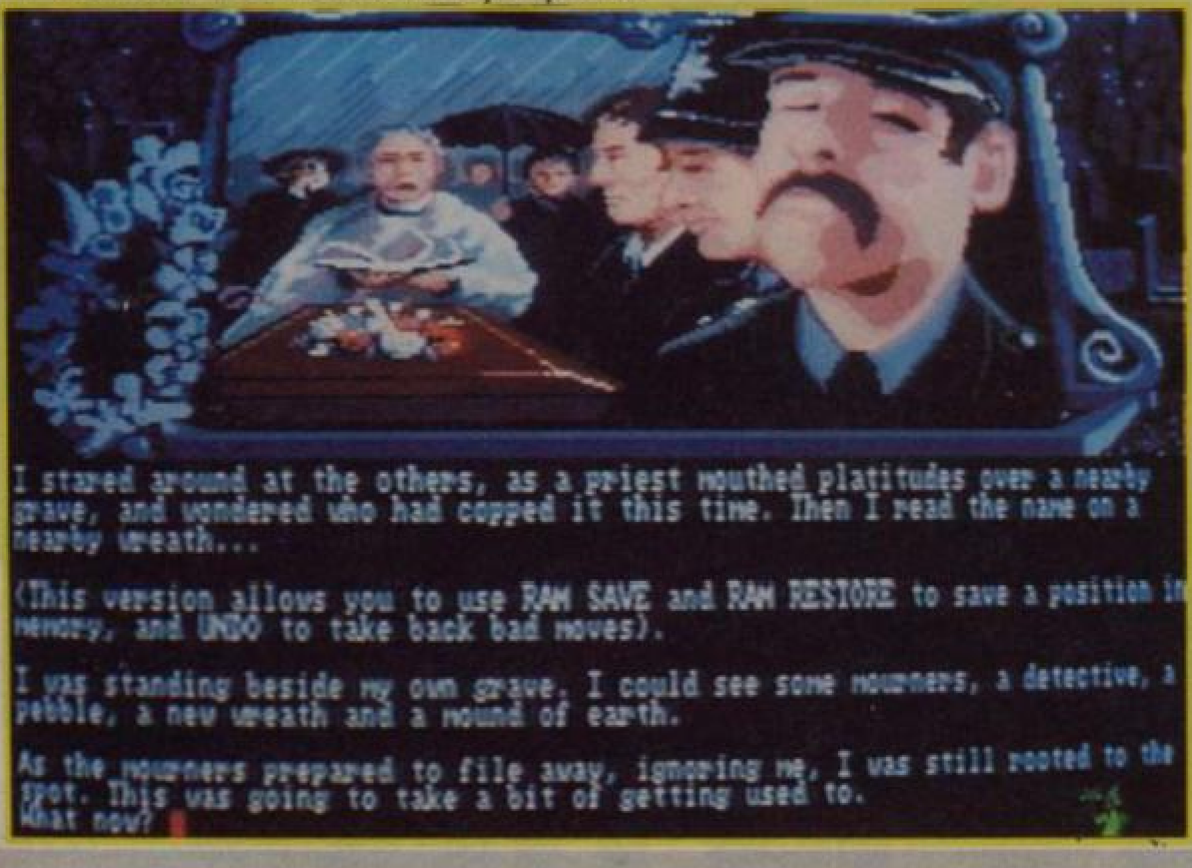
Scapeghost has all the usual Level 9 commands. You can GOTO a named location, character, or object, talk to other characters and ask them to carry out tasks for you. And with RAM SAVE and UNDO commands, you have a slick set of tools at your disposal for getting you out of trouble. On versions with graphics, the pictures slide up and down under mouse control, and refresh in situ.

Scapeghost combines a very original story line with some highly unusual puzzles based on the supposed characteristics of ghosts. The high-level commands available make it a pleasure to play, and free from frustration even if a silly mistake is made. The puzzles range from easy to quite hard, and there are clues in the text to guide the player, making this a game anyone should be able to tackle with confidence.

Despite the occasional glitch, I rank Scapeghost as Level 9's most enjoyable adventure. Their most enjoyable adventure of all time, in fact, because sadly Level 9 have announced that this is to be their final adventure.

**KEITH CAMPBELL**

▼ *Policemen in mourning suits attend your funeral.*



```
I stared around at the others, as a priest mouthed platitudes over a nearby
grave, and wondered who had copped it this time. Then I read the name on a
nearby wreath...

(This version allows you to use RAM SAVE and RAM RESTORE to save a position in
memory, and UNDO to take back bad moves).

I was standing beside my own grave. I could see some mourners, a detective, a
pebble, a new wreath and a mound of earth.

As the mourners prepared to file away, ignoring me, I was still rooted to the
spot. This was going to take a bit of getting used to.
What now?
```

## UPDATE

***If you're an adventure fan, you'll be pleased to hear that Scapeghost is coming out on virtually every machine: Spectrum, C64, Amstrad, Atari XL/XE (text only), BBC 48k, BBC Master (with pictures) Atari ST, IBM PC, Amstrad PCW and on C64, Amstrad and Spectrum +3 disks with pictures. Hurrah!***

| AMIGA | £19.99 |
|---|---|
| GRAPHICS | 78% |
| SOUND | N/A |
| VALUE | 86% |
| PLAYABILITY | 89% |

*A jolly good adventure which will doubtless appeal to all adventure players.*

| OVERALL | 88% |
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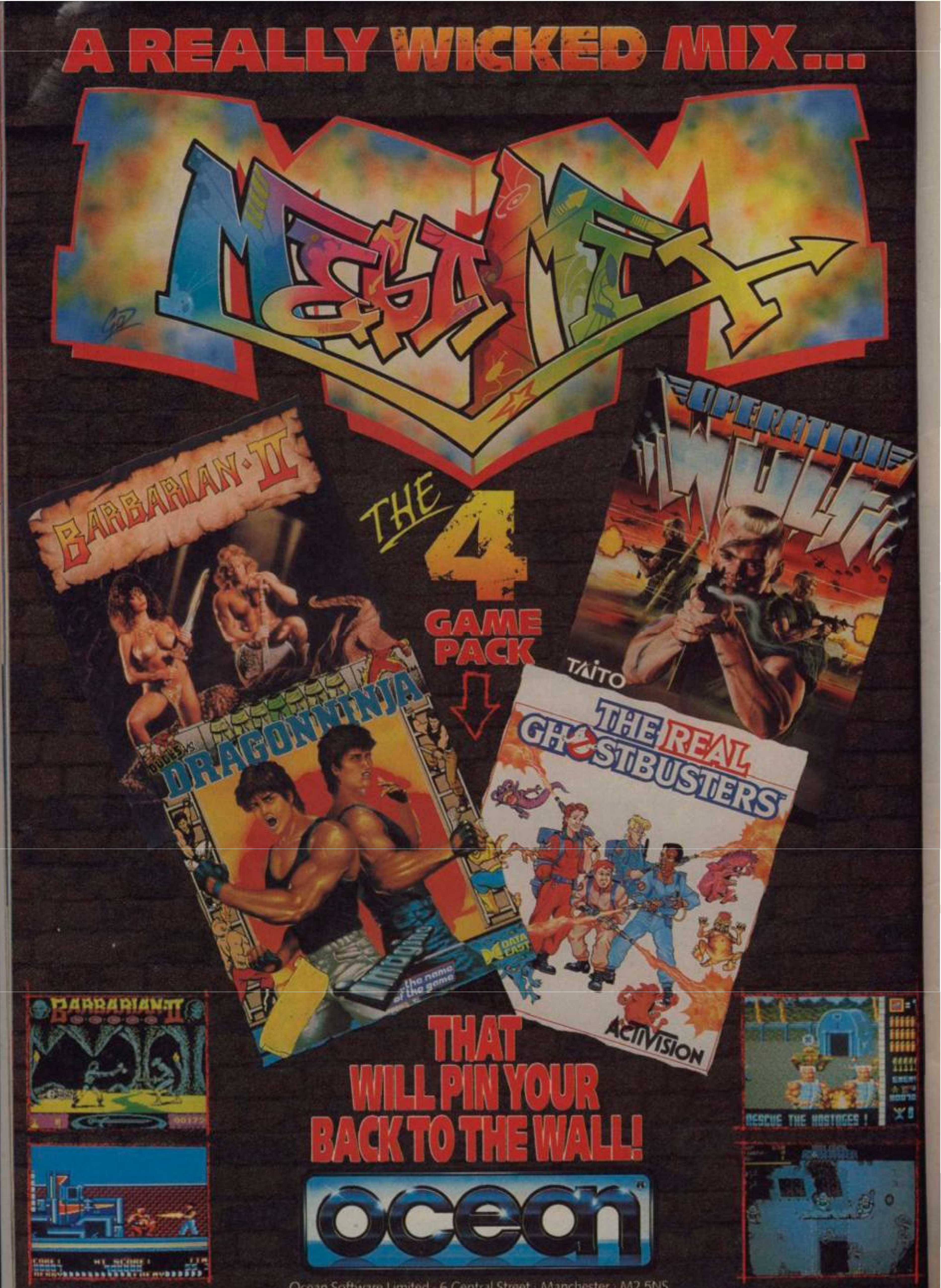
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# ADVENTU

## Oh dear! Keith Campbell reports from a barren desert of a once-green adventure world. But is it all bad news?

Adventure fans could be in for a lean time in the coming months! Level 9 have released their "final" adventure, Scapeghost, and are moving on into arcade-oriented RPGs. This will be a sore disappointment to their adventure fans, especially those who were looking forward to adventure-oriented RPGs from Level 9 - the Austin's original plan.

Nothing new is likely to emerge from Magnetic Scrolls until at least March. When I spoke to her, Anita Sinclair was being particularly tight-lipped about future plans, except to say their next adventure will be "mind blowing". Scrolls currently intend to release no more than one adventure per year. To fill their idle hours, they are diversifying into business software, it seems. What? Yet more spread sheets? Perhaps these will have spectacular pull-down graphics...

Apart from the promised Sierra titles reported last month, and the occasional surprises that pop up now and again, it seems we will be pretty starved of new adventures until Elvira arrives. Elvira, a big name in horror in the USA, is a big girl wherever she goes, as I discovered recently, when, with countless others, I queued for a turn to sit rather close to her in a London nightclub to capture the occasion of the press launch of a video and computer game. Elvira specialises in horror, and as well as being the mascot of Mike Woordroffe's Horror Soft, she is to star in their next adventure, entitled: Elvira - Mistress Of The Dark. Elvira (the game) should be coming to a computer store near you anytime now.

### ADVENTURE HELPLINE

What next? - the infamous cry of the vexed adventurer - is echoed by Allen and Mark Errington. Playing Manhunter New York, they have found a crowbar and a body in the park, and can go no further. Which seems to be more or less the spot where Erik Brovig from Oslo has got stuck. He's outside the Natural History Museum, and stranded in Central Park by a bush under which he has found a metal device. Sounds like you have unearthed Allen and Mark's crowbar there, Erik!

Whilst pondering their Manhunter dilemma, Allen and Mark decided to play Gold Rush, and were last heard of expressing their disappointment at not finding a key for the door under James' cabin! Any experienced gold diggers out there?

Alan Ralph of Brighton has a Personal Nightmare in which he gets run down and killed by a car. He can dodge it, but sooner or later it always comes back and gets him! Can anyone rid him of this terrible dream?

Who can come to the rescue of a lady in distress? Her name is Carol, and she is having terrible trouble with a fanglizard in that Ram Jam adventure, The Terrors Of Trantoss.

Here's a problem from a home-grown adventure to test you! It's one that I have not come across, but then a Helpline is here to help all! Who can tell Ian Miguel of Lockerbie how to get past the Stone Demon in Crystal Carem?

How do you escape from a bunch of humanoids, when your hands are tied and you have no possessions? That is a question that has been much troubling Legend Of The Sword players. Has anybody solved it? "Here's my best chance," I thought when I bumped into that "Infocom before breakfast" adventure expert Paul Coppins, once a mainstay of the C+VG Adventure Helpline, and currently working for Microprose. "But I only hit upon the answer by accident!" remarked Paul in his usual modest way. You'll find Paul's way out of this tricky situation in the Clues section!

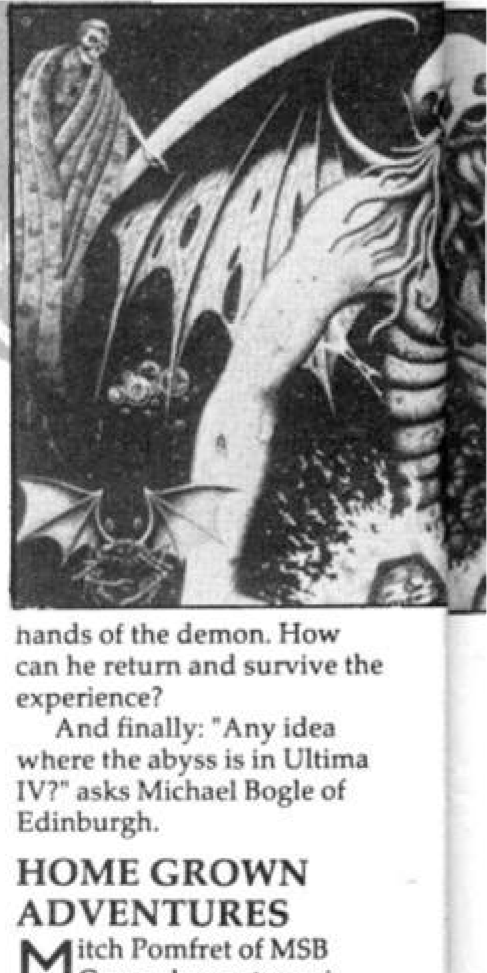
If you have answers to any of the problems mentioned here, some hot tips for a recent adventure or RPG, or some pressing problems of your own, then drop me a line at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. I'll write back as soon as I can! And if your name is Kelly Medori and you live in Italy, please write again as I would like to discuss Scary Mutants but I have lost your address!

### ROLE CALL

Dungeon Master is nothing if not a tricky game, and it seems my tipsters have fallen victim to its trickery! According to Stephen Salt of Newark, the answer to "I am all, I am none" is not NOTHING, as printed in the September issue, but the MIRROR OF DAWN. If only three items are correct the gate will open, but if all four right a hole opens in the wall on the left hand side of the gate as well, and it contains a key.

It's not much fun slopping around in a sewer, not knowing where to go next! That's the current position of Simon Leigh of Bristol, who is playing Bard's Tale, and cannot find the exit stairway going down from the first sewer level. Meanwhile, Jonathan Murphy of Carmarthen has found the silver square and circle, but is unable to locate the silver triangle, needed to enter the final level of Mangar's Tower. "I must say that your adventure column has been going strong through thick and thin when other lesser magazines have stopped covering adventures due to "lack of interest". So I'd just like to say keep up the good work," adds Jonathan. And I'd like to say "Thank you, Jonathan!"

Erik Brovig once made it into the wizard's room in the magnificent pyramid of Pools Of Radiance, but died at the hands of the demon. How can he return and survive the experience?



And finally: "Any idea where the abyss is in Ultima IV?" asks Michael Bogle of Edinburgh.

### HOME GROWN ADVENTURES

Mitch Pomfret of MSB Games hopes to revitalise the 8 bit market with a series of new adventures. First will be Blood Of A Vampire, a C64 text adventure. A 16 bit version may follow. "Any publishers out there interested?" asks Mitch, hopefully.

Correction: Shards Of Time, an adventure from Titan Games, reviewed in the September issue, costs £7.99, not £14.99 as printed. A

# RE

graphically enhanced version capable of running on a 1040ST is also available for £8.99.

This month sees the first home grown adventure from Stormbringer Software: Menagerie. Written for the 48k Spectrum using PAW, it casts you as a vampire, and the game opens just after a successful encounter with a victim. In flight from the police, you stumble into a bunch of aliens, and pass out as they point a hand-held device at you.

You wake up to find yourself a rare species in an alien menagerie. As alien blood is not compatible with your metabolism, your only hope is to find the lost Bloodstone of Baal, and squeeze it.

This is a humorous adventure, with a few graphics and some refreshingly amusing replies to the player. "Examine handbag", for example, elicits the reply "A quite spacious handbag that formerly belonged to a middle aged woman with blood group O Rhesus Negative." And after removing your clothes to provide enough objects to plot a maze, every response contains the phrase "I spy with my little eye a Bat's Boney Bare Bod."

I can do nothing but warmly recommend this slightly irreverent adventure. It costs £2.49 and it's available from Ian Brown, 1 Amanda Road, Glen Parva, Leicester LE2 9HW, to whom cheques should be made payable.

## ACL TO RETURN?

As we go to press, a copy of a letter from the ex-Adventurer's Club Ltd to an ex-member has come into my hands. It announces the relaunch of the club during November, and was apparently sent only to people who had ordered software through ACL. No mention is made as to the position of members with part of their subscriptions unexpired when the club ceased to function. I wish to make it clear that I am no longer President of the club, nor do I support it in any way.

# CLUES A Z

## ZORK II

**BALLOON**: Fly it by removing the cover from the container, and burning anything inflammable in it.
**BANK**: Try walking through walls!
**BOX IN WALL (UP VOLCANO)**: Use the fire brick to blow it open. Make a fuse from string.
**CAKES**: They each have a different effect when eaten. Work out your strategy before consuming!
**CAROUSEL ROOM**: To stop it revolving, press the button in the machine room.
**CLEAR SPHERE**: Throw your sword at the glass to get it.
**CRYPT**: Turn off all the lights when inside!
**DRAGON**: Keep attacking it with the sword and moving towards the ice room.
**GRUE REPELLENT**: You must stop the carousel room before you can find it!
**IRON KEY**: Retrieve it from the other side of the door using the classic method! The tools required are in the gazebo.
**PORTRAIT**: Remove it from the bank by dropping the brochure in a viewing room, and then walking through the curtain.
**LIZARD DOOR**: The lizard likes a special type of candy.
**MENHIR**: Move it by casting the FLOAT spell. You need the wizard's wand to do this.
**ODDLY ANGLED MAZE**: It is shaped like a baseball pitch. Move as if going from base to base, and note that the lights should get brighter as you progress.

**UNICORN**: To get his key, kill the dragon and rescue the princess. Follow her when she leaves to collect your reward.
**WELL**: To reach the top, get into the bucket and pour water.
**WIZARD**: Put paid to him at the end of the game. Pay the devil his due and get him to do the dirty work!

## ADVENTURE CLUES

**This month's hot problems solved:**
**SPACE QUEST III**: Take the ladder with you immediately after you have climbed it. When you leave the shop, turn left and take the lift in the monument.
**LORD OF THE RINGS**: Send Sam ahead (without the ring) to kill all the riders - then you don't need the gems.
**KING'S QUEST IV**: Climb the whale's tongue from bottom left to top centre. SAVE GAME before attempting!
**LEGEND OF THE SWORD**: Drop and break a bottle before getting caught. Use your feet to manipulate the broken glass to cut your bonds.

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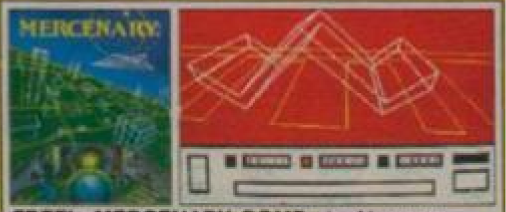
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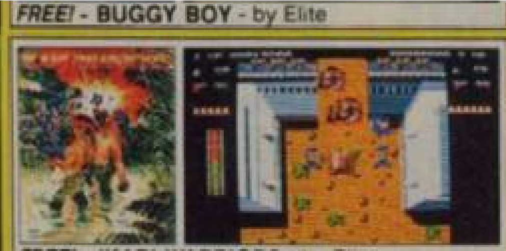
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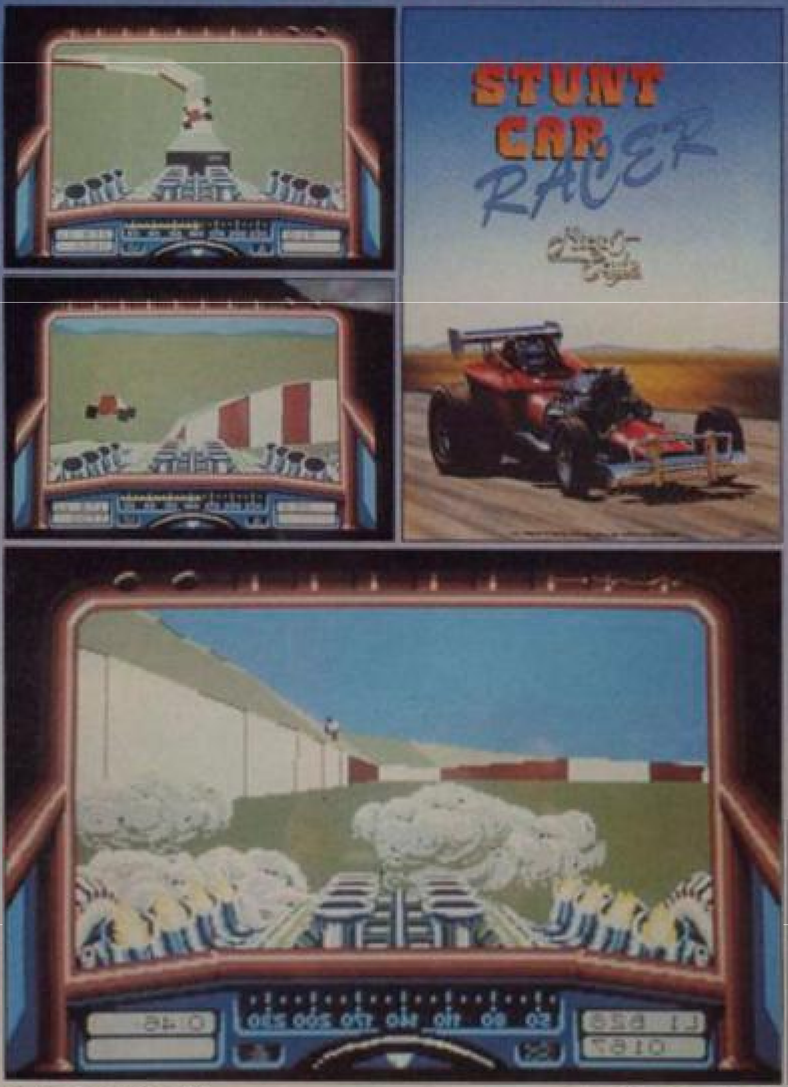
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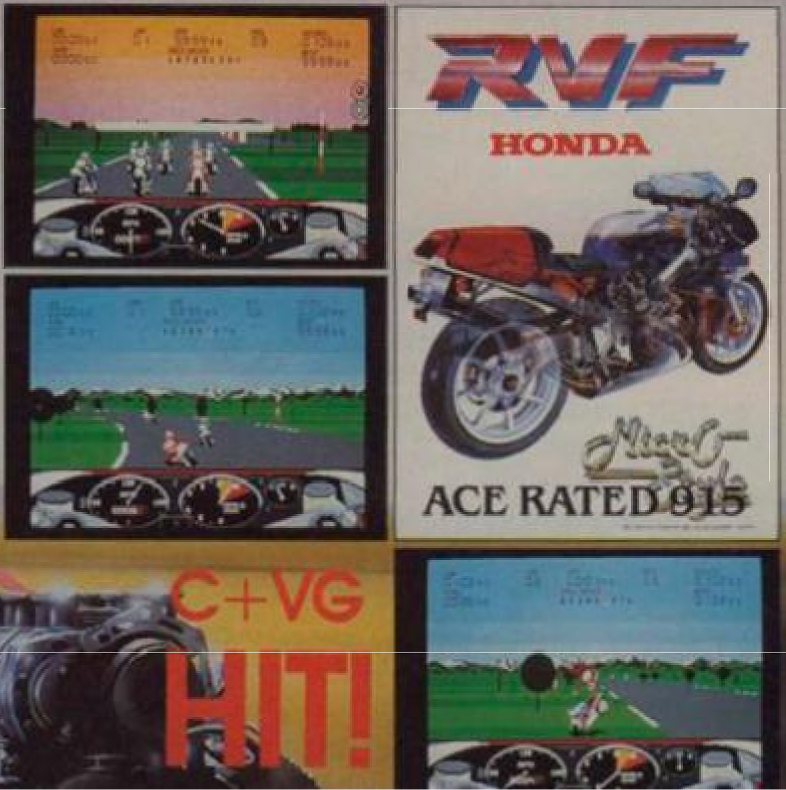
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# MEAN MACHINES

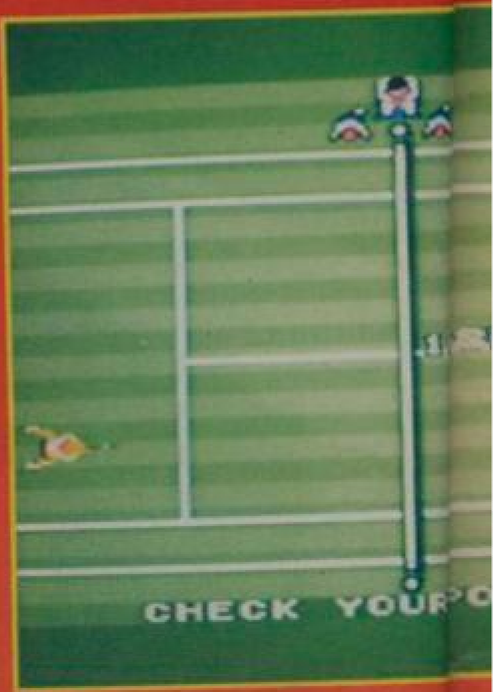
# TENNIS ACE

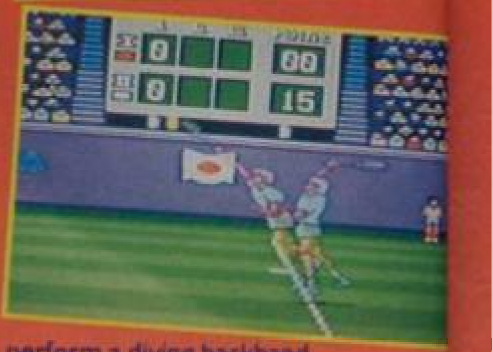
So what if it's the middle of winter? So what if the municipal court is under six inches of rain or six feet of snow? With Tennis Ace you could be John McEnroe every day of the year and suffer no ill effects.

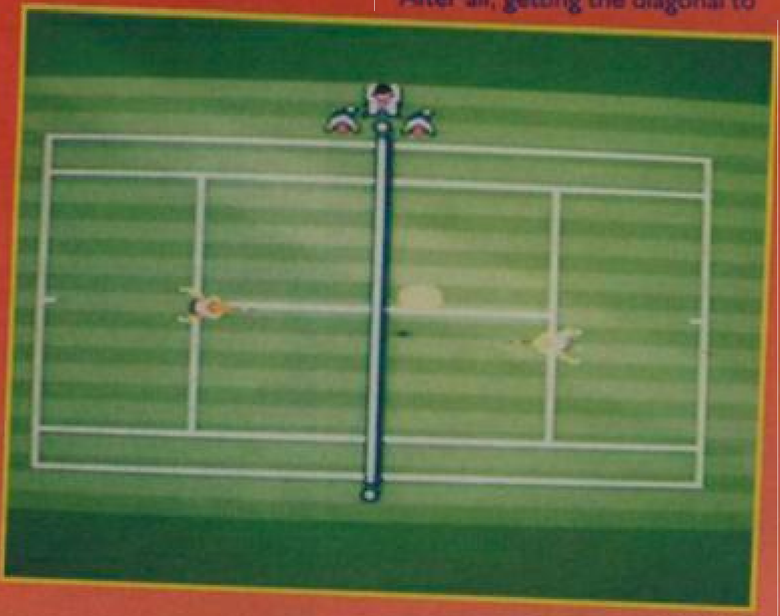
The first thing that occurs to you about Tennis Ace is that for a tennis game it has a vast array of option screens. They start with a one or two-player select and password entry so you can start playing part way through a world tournament.

Next you're given the choice of being one of sixteen players, which are rated on technique, power and speed, and are also designated as stroke players, net players or all-rounders. After that you can train, start a tournament or play a singles or doubles exhibition match on a lawn, clay or hard court. As well as playing your opponents in a doubles match, the computer can play as your partner which makes for a more interesting (and slightly easier) game, I found.

When you finally get around to actually starting the game, a big player sprite serves the ball, and the screen changes to a top view of the court which scrolls from side to side to follow the ball. The two buttons provide forehand and lob shots, but if the ball is in the right place you can also smash it across the court. Not a huge range of shot options, it's true, but sufficient. After all, getting the diagonal to perform a diving backhand would be pretty difficult on the Sega's control pad.



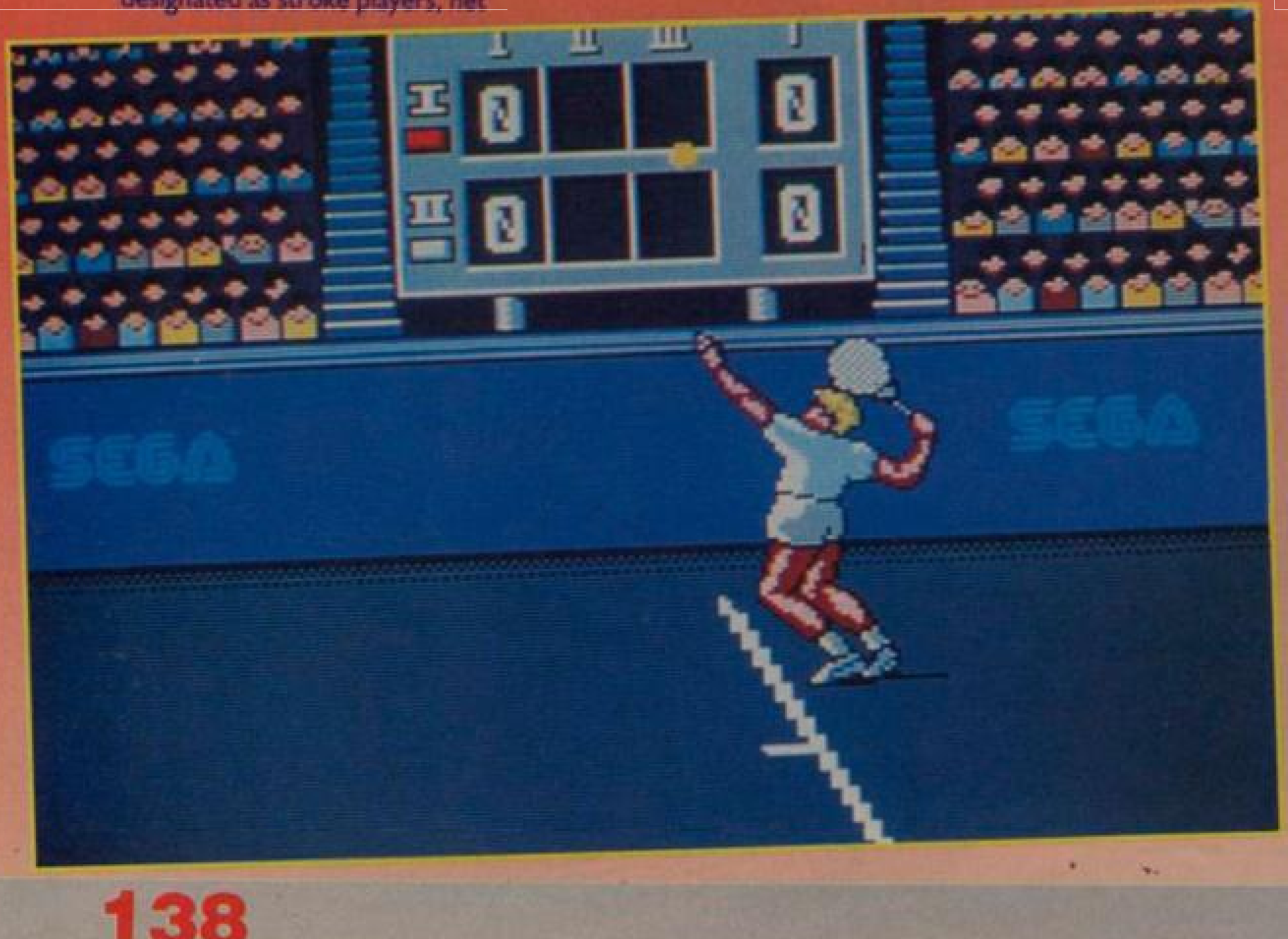




Graphically, Tennis Ace is tidy rather than outstanding, but there are a selection of jingley tunes and there's even some of that Sega-speech which sounds like a sub-aquatic alsatian.

To be honest, watching a ball sprite bounce back and forth over a line down the centre of the screen never really got my pulse racing. But if computer tennis is your bag, this is one of the best examples of it - not quite an ace, but worth checking out.

**PAUL GLANCEY**



| SEGA | £24.95 |
|---|---|
| GRAPHICS | 80% |
| SOUND | 75% |
| VALUE | 79% |
| PLAYABILITY | 77% |

*Lots of options and decent gameplay make this the best tennis game on the Sega. Check it out if you're a fan of the sport.*

| OVERALL | 79% |
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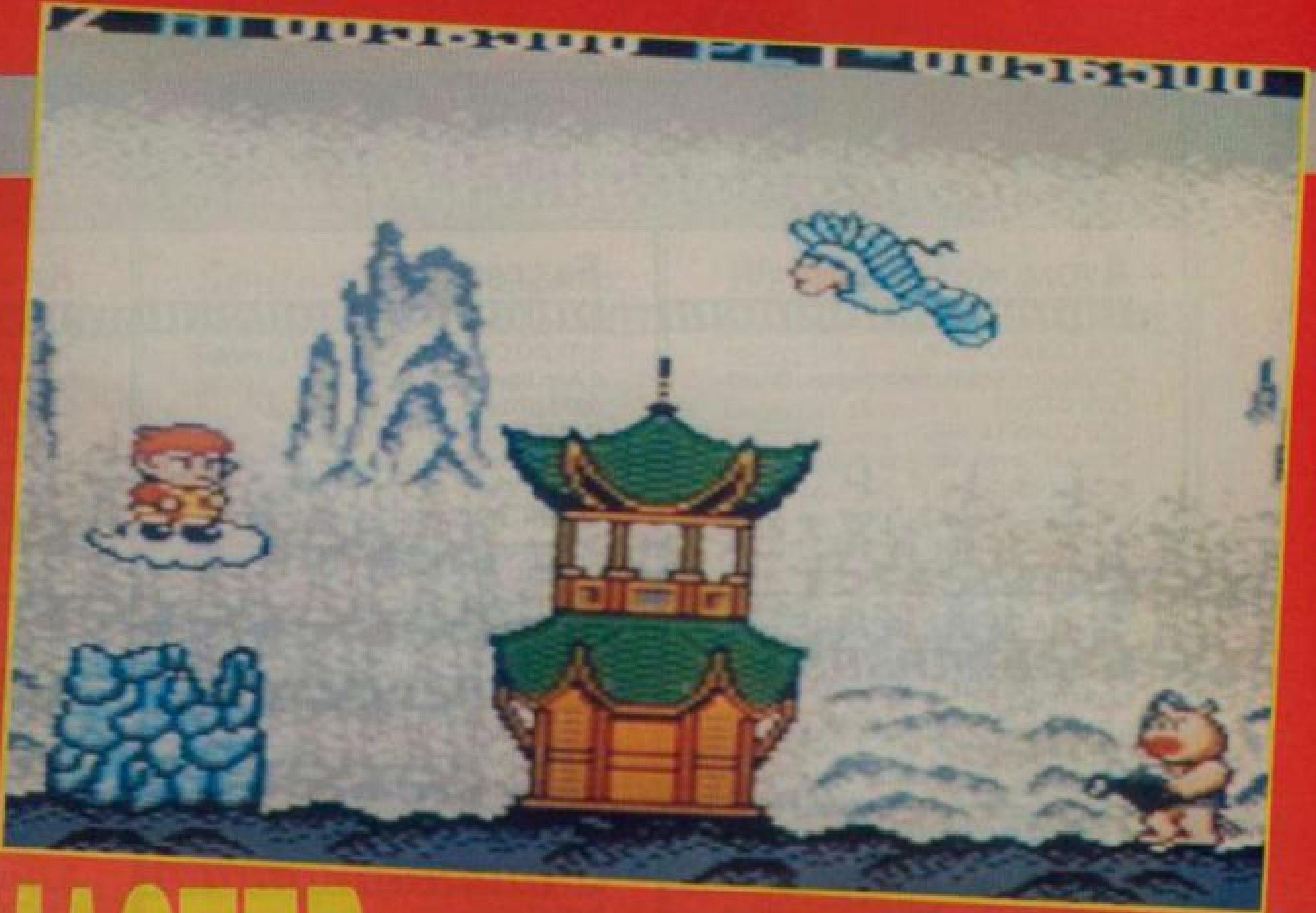
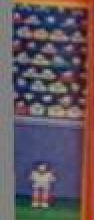
1. 2. RET.
UR POSITION !





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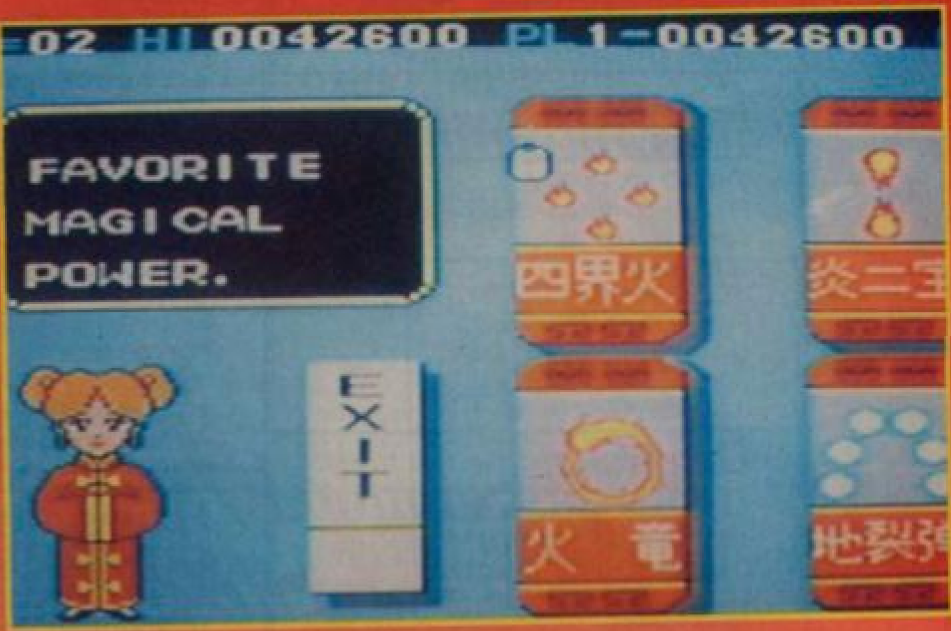


Weirdworld is in a state of turmoil. The crazed wizard Blurgh has emerged from 2000 years of solitude, his warped mind set on overthrowing the State and ruling Weirdworld. But one person is man enough to stand up against Blurgh and beat the charlatan at his own game. So, with magic gun in hand and flying "Monkey" cloud underfoot, off you go to do battle with Blurgh's warriors.

And what a motley crew they are, too! Throughout the game you encounter, amongst other things, formation-flying corn flakes bowls (complete with natty red stripe around the middle), winged Chinese waiters, cats' heads (the remnants of Blurgh's supper) and armoured turtles, each packing a powerful punch in the form of unlimited bursts of merciless gunfire.

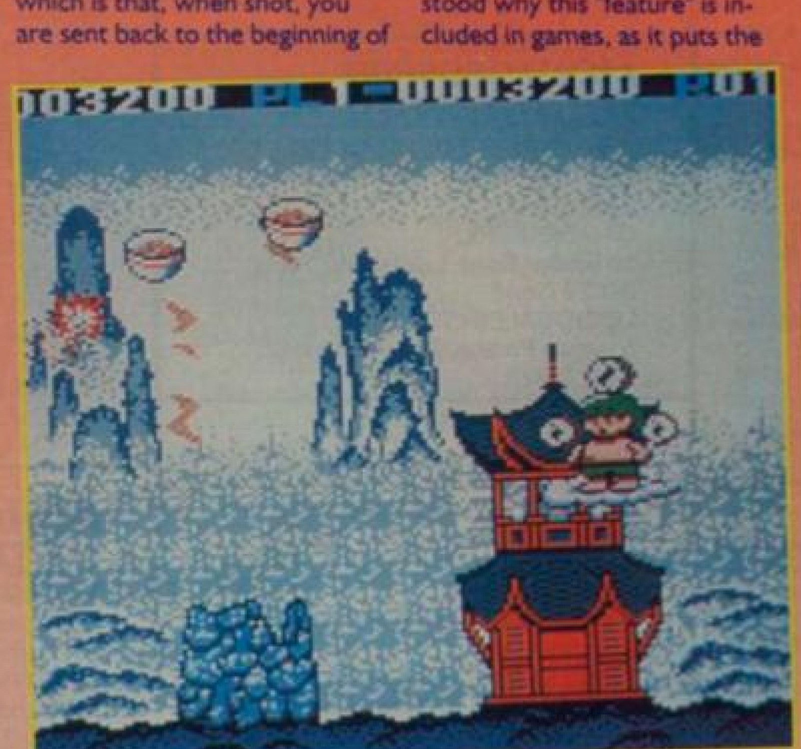
Luckily for you, you're not alone in the fight, for throughout the battle you are able to enter hidden shops and borrow an item of well-powerful weaponry. Extra firepower is also available by clearing away certain waves of baddies, but guns are useless if you aren't fleet of foot and nifty with the old cloud. And at the end of each level you are tested to the full by an enormous end-of-stage monster which throws shots at you faster than you can say "Help, help I'm going to dieeee!".

Although the Cloud Master offers little in the way of innovative features, perseverance reveals a rather enjoyable little blast. It's important not to let your mind wander while playing as, due to the vast amount of bright colours on-screen, the eye can easily be lured away from impending doom in the shape of a stray bullet.

*Playability is generally high,* apart from one annoying facet which is that, when shot, you are sent back to the beginning of the level. I have never understood why this "feature" is included in games, as it puts the player off progressing further after he has spent ages battling to get where he is.

Still, shoot 'em up fans should enjoy the action.

**PAUL RAND**



| SEGA | £24.95 |
|---|---|
| GRAPHICS | 80% |
| SOUND | 42% |
| VALUE | 68% |
| PLAYABILITY | 75% |

*A frustrating, but nevertheless enjoyable shoot 'em up which features the weirdest characters you'll ever pump full of laser.*

| OVERALL | 72% |
|---|---|

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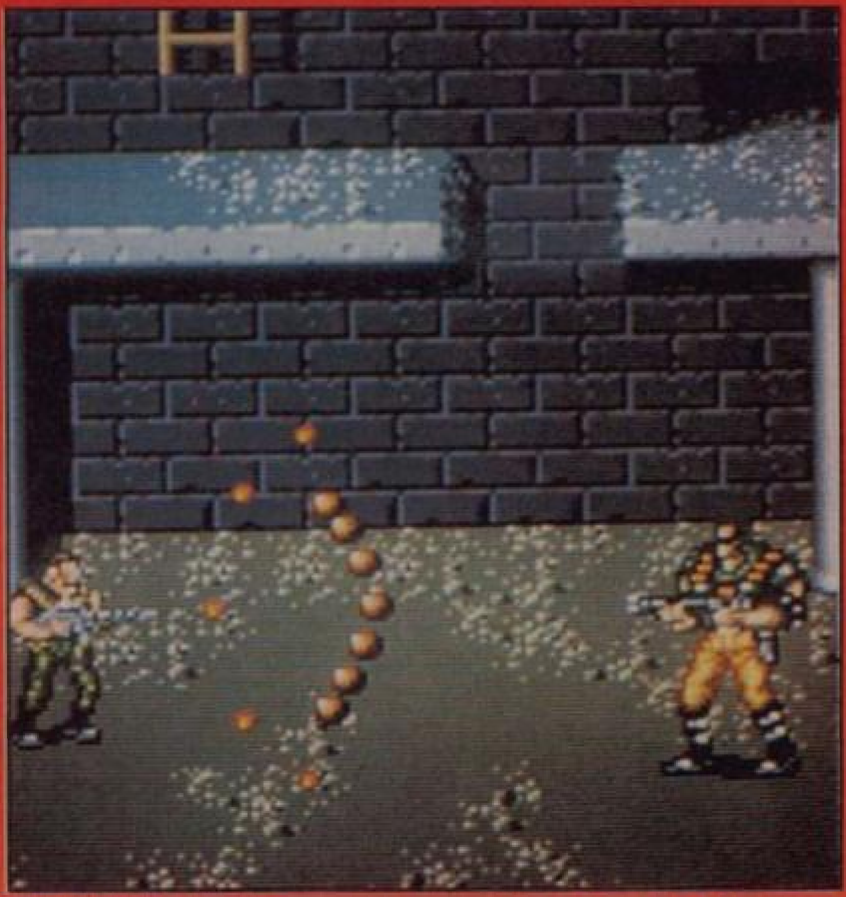
# BLOODY WOLF



Oh dear. A group of terrorists have captured the President and taken him deep into the heart of their country. Sounds like a job for Bloody Wolf, hard man extraordinary.

Because it's a solo mission, Bloody can only take a machine gun and a limited supply of grenades with him. But if he finds anything useful along the way, he can pick it up and use it against the hordes of enemy soldiers. Such items include bazookas, mega machine guns and flame throwers - all ideal for wiping out large numbers of enemy soldiers.

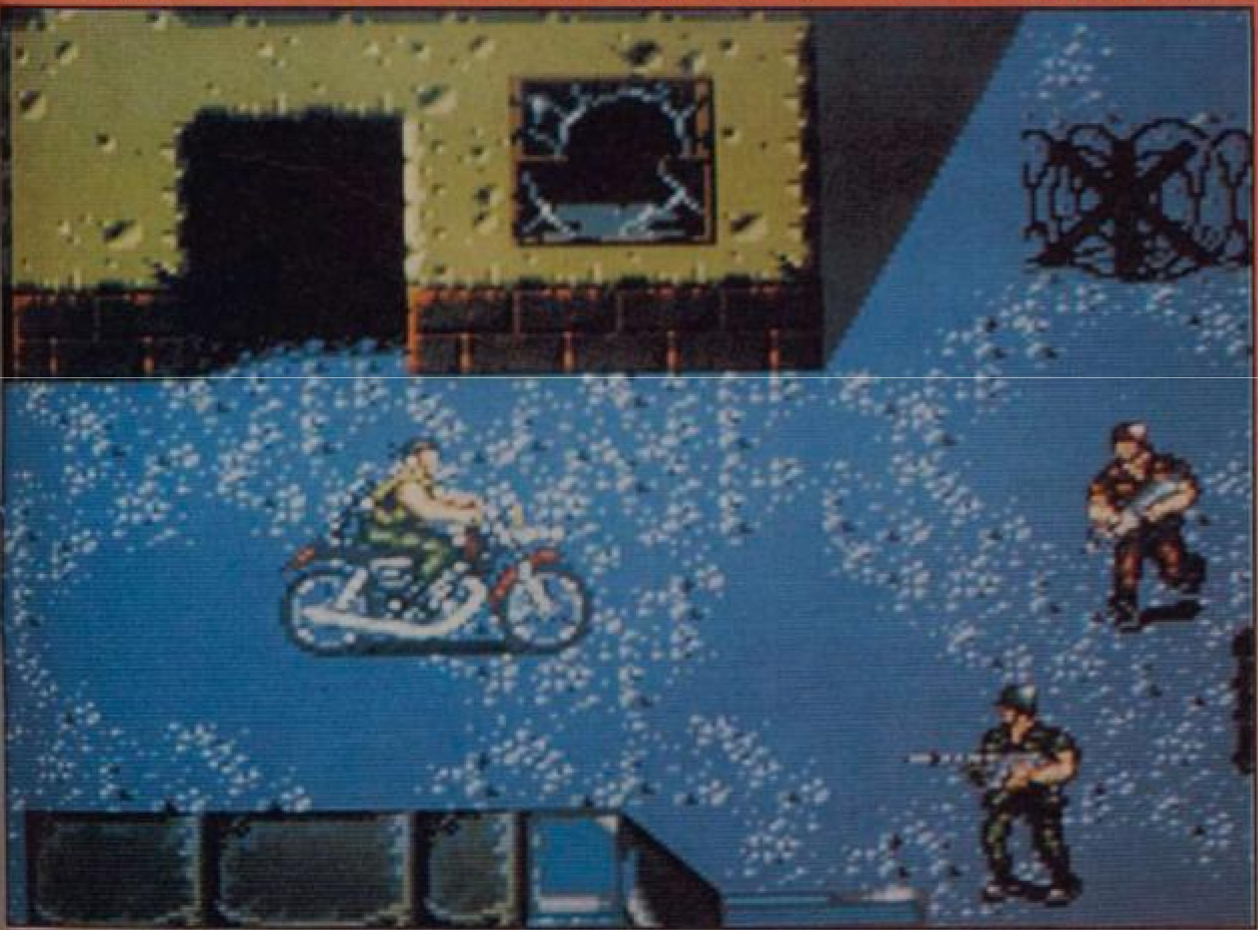
The action takes place in a pseudo-3D scrolling landscape. Bloody can run in and out of the screen, and throw grenades and shoot in all directions. Enemy soldiers are everywhere - on motorbikes, behind oil drums, perched on trucks - and all fire at the hero on sight. If Bloody sustains a hit, his energy bar is worn down, and a completely depleted bar results in the loss of one of his three lives.

As well as the president, the evil terrorists are also holding other soldiers prisoner - including your best friend - and all can be rescued for extra points by simply touching them.

As the hero progresses through the game, there are major obstacles to overcome, such as a giant submarine and a huge tank, and there are some horrible surprises in store later on. I'm not going to tell what, but if you've seen Rambo II, they're along those sort of lines...

To be perfectly honest, Bloody Wolf looks pretty awful, but beneath the poor graphics and mediocre sound lies a fantastic arcade adventure that's full of action and excitement. It's tough to start with, with loads going on, but the superb gameplay keeps you coming back for more - I've been playing it for hours non-stop!

**JULIAN RIGNALL**



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|---|---|
| GRAPHICS | 76% |
| SOUND | 74% |
| VALUE | 82% |
| PLAYABILITY | 93% |

*Poor graphics and sound belie a challenging and highly addictive combat game which keeps you engrossed for hours at a time. Superb!*

| OVERALL | 86% |
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Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

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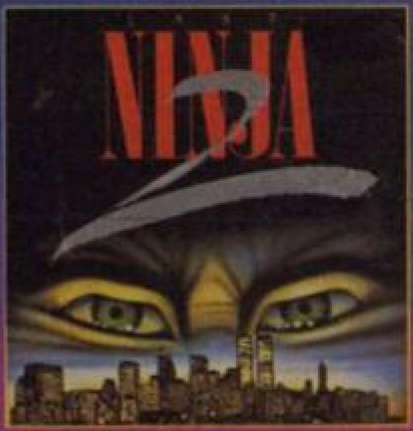
## LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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WEC
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24

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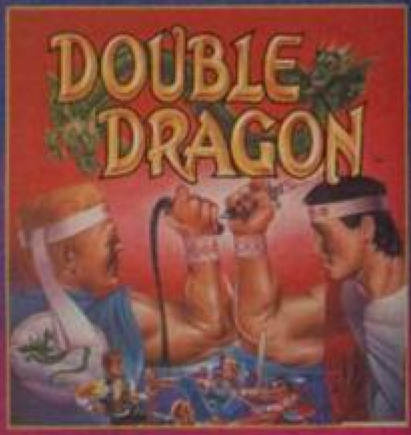

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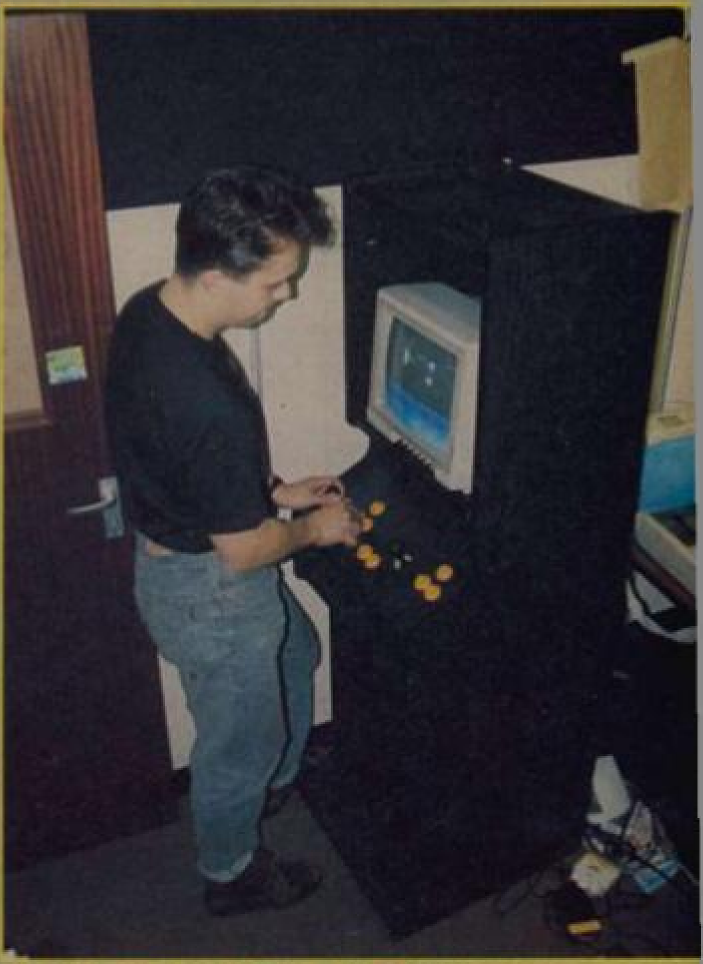
# THE ARCADE IN YOUR BEDROOM

**If you're one of those who's always wanted a real coin-op in your bedroom, Mention Technical Services has something that you could well be interested in. Paul Glancey has the story...**



▲ *Jim gets to grips with Side Arms.*

Owning an Engine or a Megadrive was one hard-to-beat pose for anyone who wanted to be part of the real gaming elite. I use the past tense, because now there IS a way to out-cool Johnny "Consoles" Chuckletrousers across the street - Mention's Personal Arcade Plus.

After many months of importing and selling consoles, Mention Technical Services have decided to take the arcade experience even further with a coin-op cabinet which fits around a Megadrive, PC Engine, in fact any console or computer on the market.

It's a sturdy pre-built wooden box that comes in black, silver, red or wood veneer and is, to all intents and purposes, a coin-op cabinet.

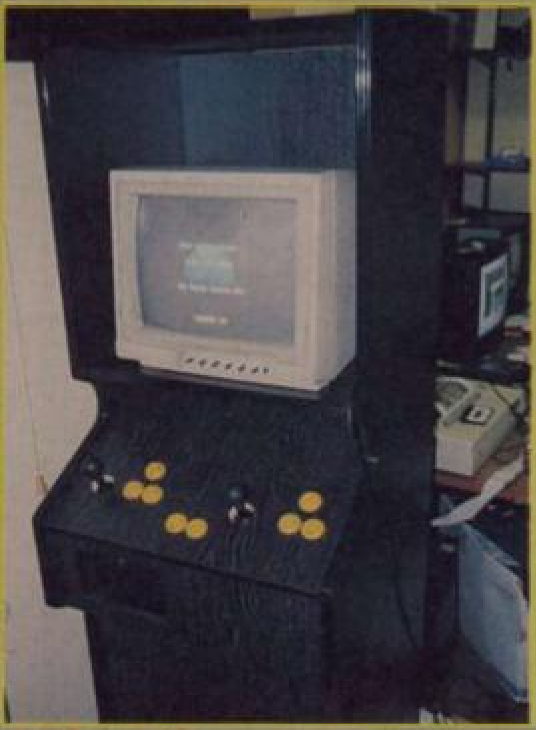
At the top of the machine is a shelf into which you put a SCART monitor/TV (it can be up to 19 inches wide). Incidentally, you MUST have a SCART socket on your monitor otherwise the machine won't work. Once the monitor is safely stored, all you have to do is plug the cabinet's joystick circuit into the controller ports of your console (just like plugging in a joystick), bung in a cartridge and switch on. The cabinet has two arcade-quality sticks, six fire buttons and two select buttons which you can use on any one or two-player PC Engine or Megadrive game.

But this isn't the most exciting feature of the Arcade Plus, though. Inside the veneered chipboard casing, there's a circuit board which lets you hook up the main program board from any JAMMA-compatible arcade game to the joysticks. Effectively this means you can slot in any game with the same single joystick/three fire button controls - anything from old classics such as Bubble Bobble to newer titles like Prehistoric Isle or Golden Axe. Obviously newer, classier boards cost the most (Robocop would set you back around £325) but you can pick up old games such as Bombjack, Yie Ar Kung-Fu, Pengo, Exiron, Ikari Warriors and Tiger Heli for as little as £30 in the classifieds of arcade trade papers like Coin Slot. The high turnover of arcade games mean that there are heaps of bargain boards coming on to the second-hand market every month.

At £199.99, the Personal Arcade Plus is an obvious luxury, but it gives arcade fanatics the chance to play real coin-op games at home at a relatively cheap price (since a proper arcade cabinet of similar standard would set you back over £400). Older arcade boards can be bought surprisingly cheaply, often only a few pounds more than a PC Engine or Megadrive cartridge, and you can always sell boards at very little loss once you're bored with them.

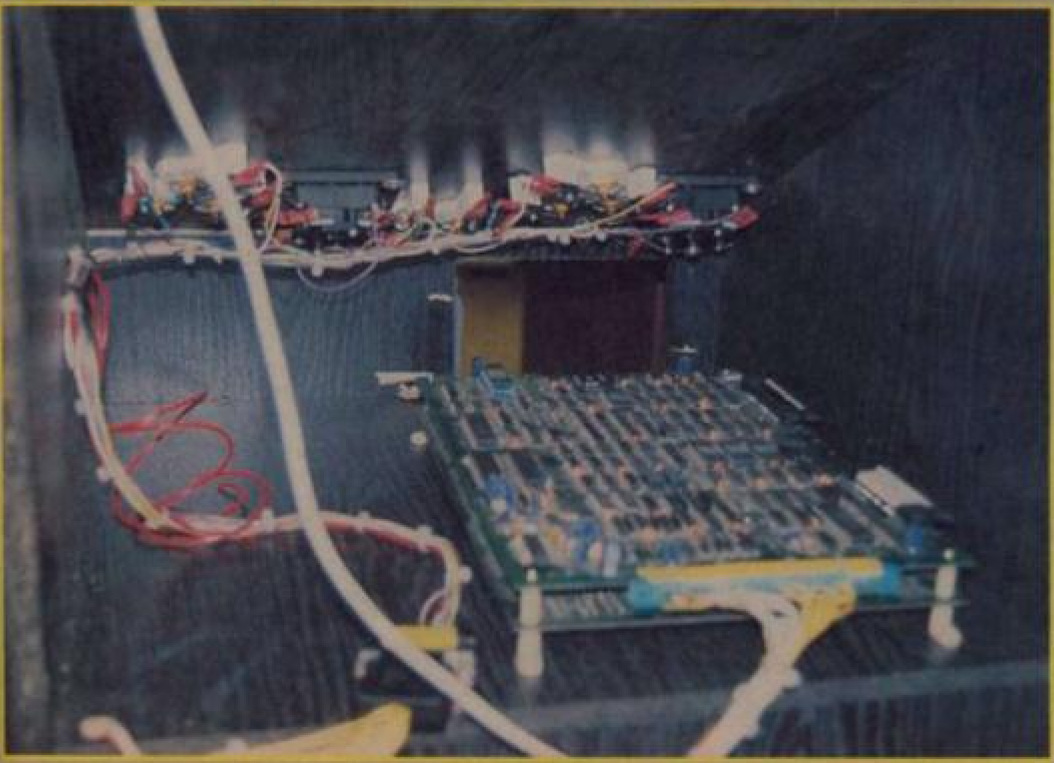
If you've got the cash, the Personal Arcade Plus is an innovative and highly desirable piece of equipment that any arcade fanatic would want in his bedroom.

For more information, contact Mention Technical Services on 0436 78827, or write to PO BOX 18, Helensburgh, Dunbartonshire, G84 7DQ.



▲ *Smart eh?*

▼ *The gubbins. Plug in and go!*



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# CORRRR!

## 5 NINTENDO DELUXE SETS ON OFFER

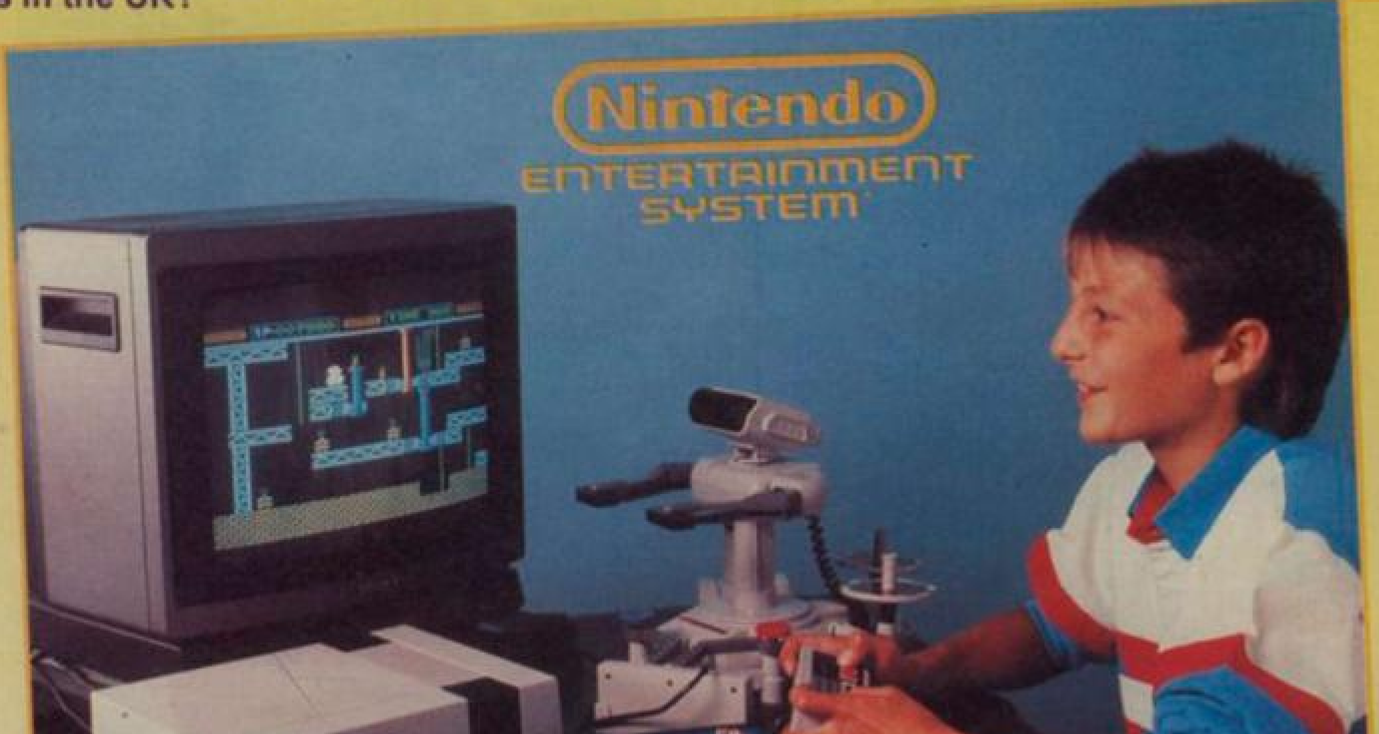
Those lovely people at Nintendo have decided to move Christmas forward a month and have five brilliant Nintendo Deluxe Sets to give away. These megapacks contain a Nintendo console, a light gun for shooting down those pixel baddies, a friendly ROB robot AND a couple of games to get you started! Brilliant, eh?

"Where's the catch", we hear you cry. Well, there isn't one. Well, not much of one really. All you've got to do is answer the easy peasy lemon squeezy questions below, pop them on the back of a postcard and send it off to: N-N-N-N-N-N-N-NINTENDO COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Okay, here are the questions...

1. Mario is a Nintendo megastar - but what is his brother called?
2. What is the sequel to Donkey Kong called?
3. Gradius is one of the top Nintendo shoot 'em ups. What was the arcade game better known as in the UK?

Please make sure your entries arrive before January 4th 1990, 'cos that's when we'll be putting them into a large pair of Y-fronts. The first five correct entries pulled out will win their senders the fab Nintendo sets. So what are you waiting for? Get writing!



Nintendo

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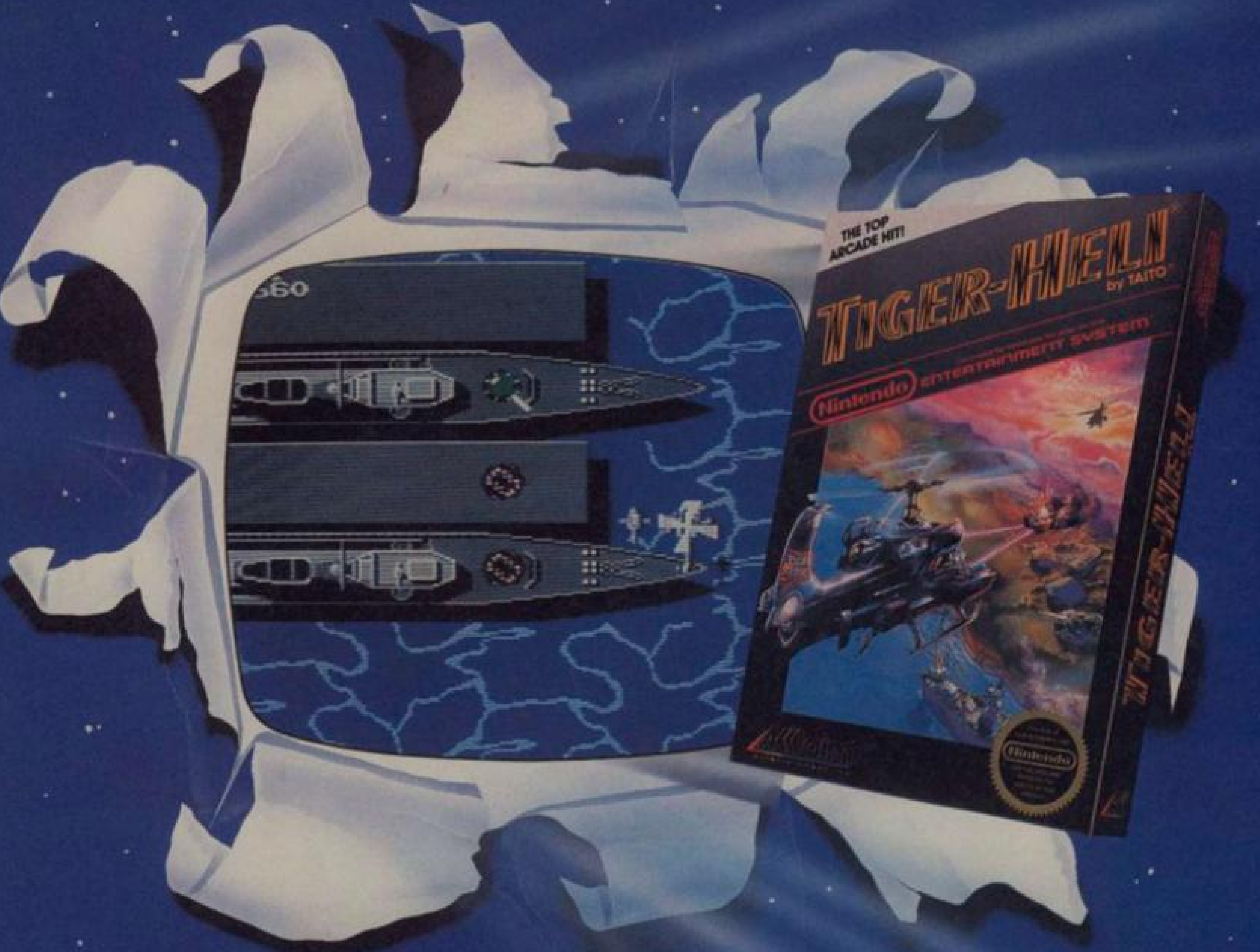

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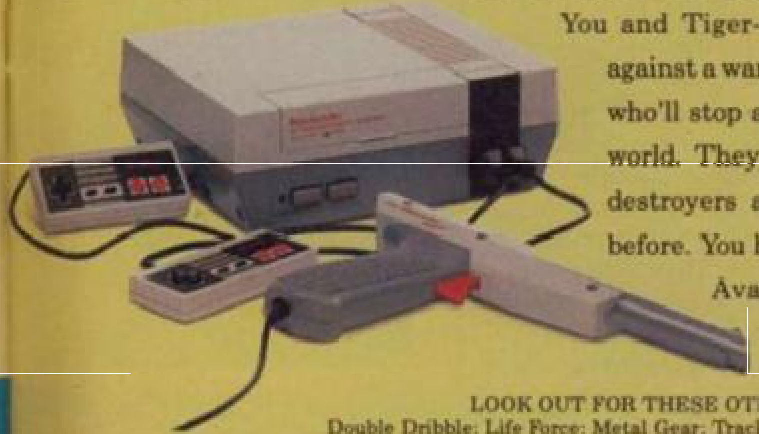

LOOK OUT FOR THESE OTHER EXCITING NEW TITLES COMING YOUR WAY SOON:
Double Dribble; Life Force; Metal Gear; Track & Field II; Wizzards & Warriors; Xevious; Megaman; Robo Warrior; Section Z.

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# TOOBIN'

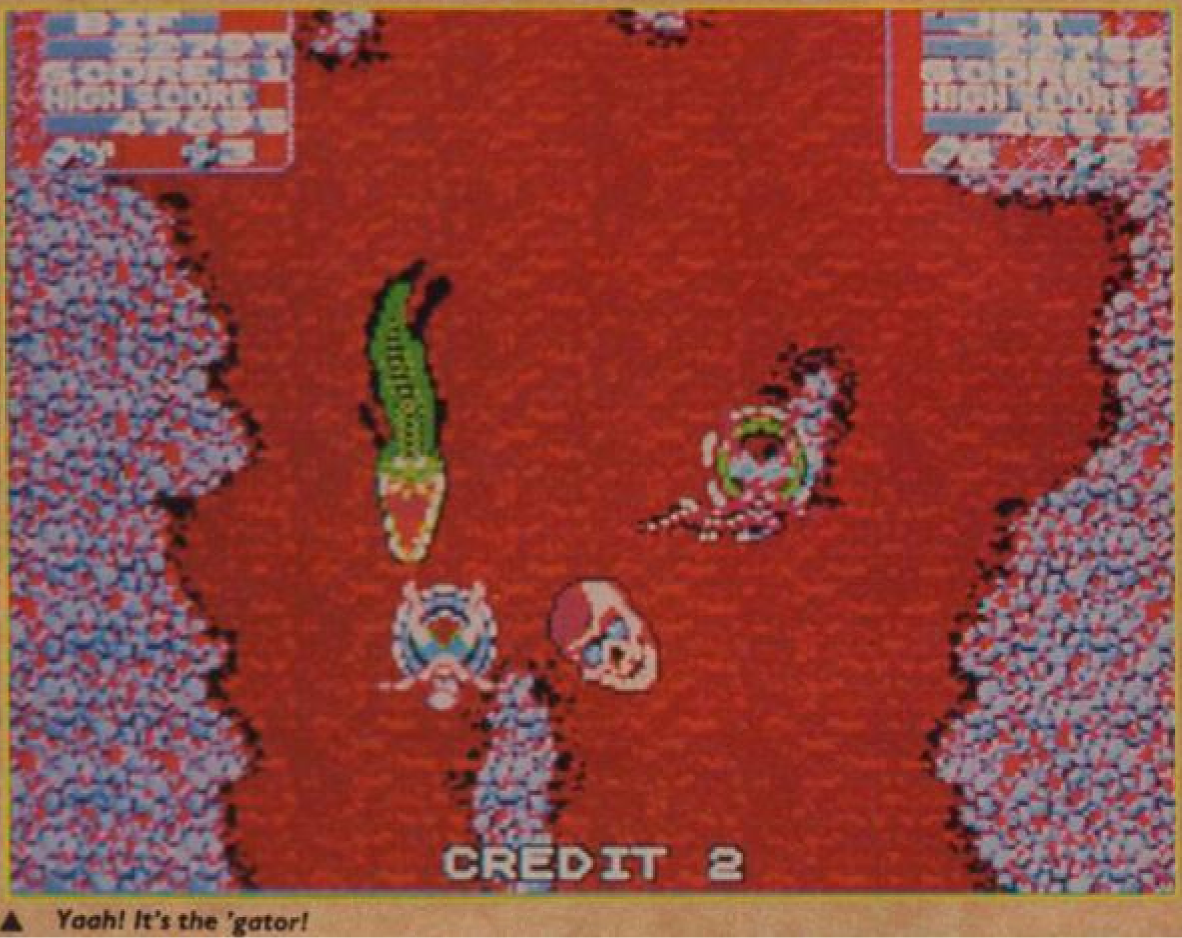
### BY DOMARK

Okay, okay! I know it's winter, and it's most probably just about to pour with rain, but imagine yourself in California on a sun-kissed day. It's hot. Reeeeeal hot. To cool off, you and your buddy Bif each grab a six-pack of Cokes, inflate a couple of giant inner "toobs", jump in the creek and prepare to let your troubles float away...

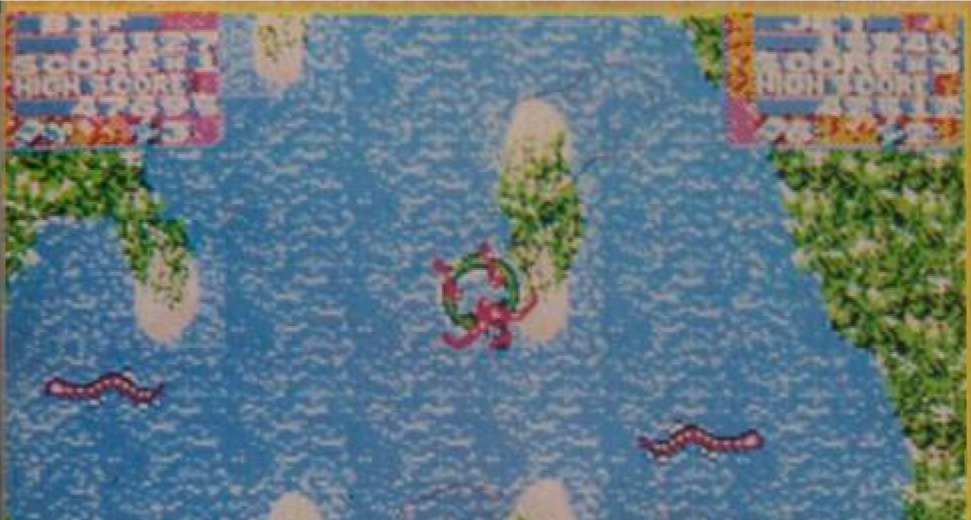
But as you doze off downstream, you start to dream that the creek has become a wide, wide river. Suddenly, off to the right, a tree plunges into the water and floats in your direction! If it punctures the toob it'll be certain glugsville! In desperation you hurl one of your coke cans towards it and, amazingly, it goes straight to the bottom! But before you have time to get cocky, some more formidable foes appear further down the bank...

Fishermen cast their deadly hooks at you, and you have to use your hands and feet to frantically paddle your toob away from rocks, sharp branches in the water and nasty toob-eating snakes.

The only way you and Bif can ever wake up from this nightmare is to toob it all the way to the end of the river - and that means running the gauntlet of a daunting array of hazards. Every so often the river forks - with each separate tributary leading to another world. In Hillbilly land, blunderbuss-packing bumpkins are after our buoyant boys. Hell is full of such nightmarish creatures as skulls, knife murderers and pyramids with eyes. Even worse is The City (all concrete, nasty punks and pollution), and then there's The Jungle and Ice World which are

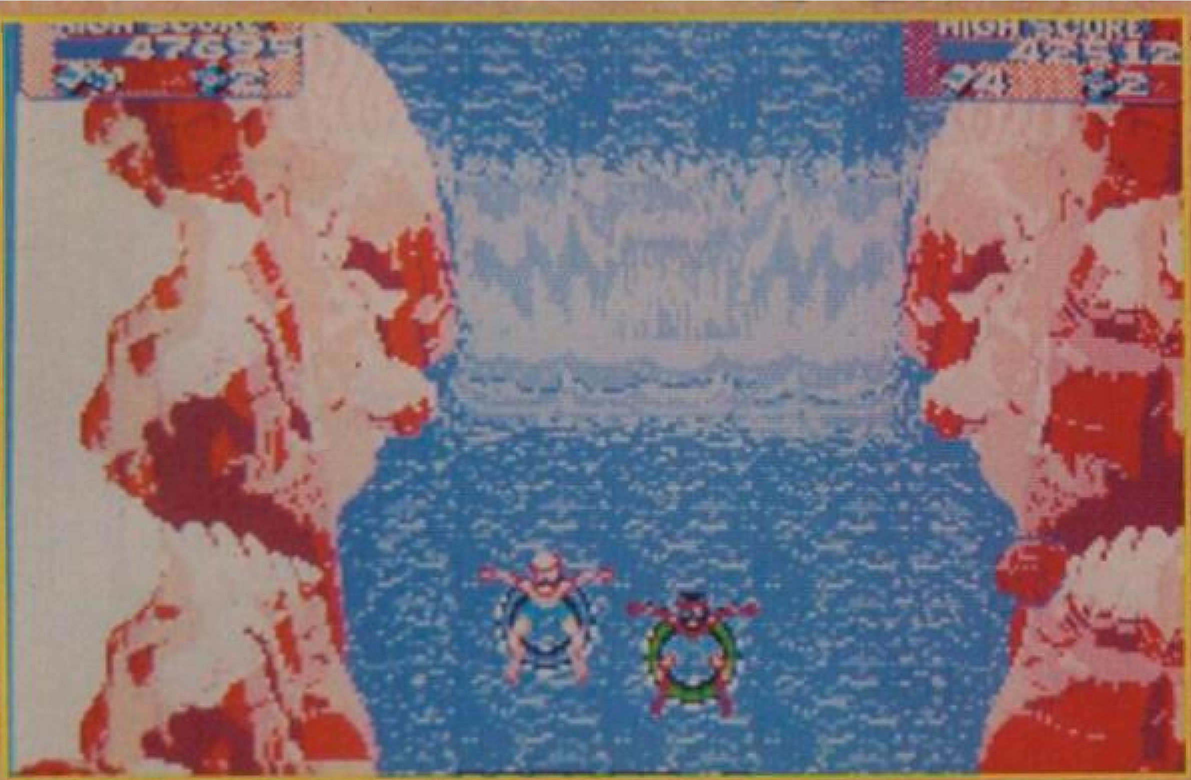


▲ *Yaah! It's the 'gator!*



▼ *Dodge the snakes, Bif!*

BIF
9496
SCORE x3
HIGH SCORE
F1



▲ *Weeee! Down the rapids!*

both teeming with deadly wildlife...

To make things even more difficult you have to manoeuvre your toob through bonus gates. Miss too many and a giant 'gator swims down from the top of the screen and tears you limb from limb...

But it's not all a nightmare. There are extra coke cans dotted around the river which can be picked up and hurled at the baddies, and if you grab a six-pack, you'll have an unlimited arsenal - very handy. Beach balls speed up your rubbery ride and there are also extra lives to collect in the form of toob patches.

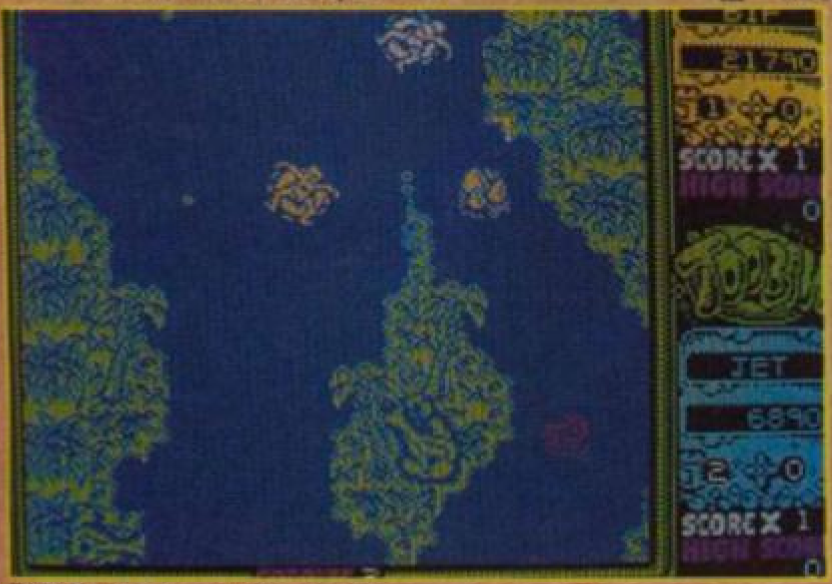
If you manage to reach the beach party at the end of the final level, the nightmare is over and you can return to normality (as if anything in California was ever normal anyway).

As you might have gathered reading this, Toobin' is one strange game. But it's this surreal weirdness that makes it so appealing. Paddling down a river chucking Coke cans at wacky baddies might sound silly, but it's great fun - you just never know what to expect next!

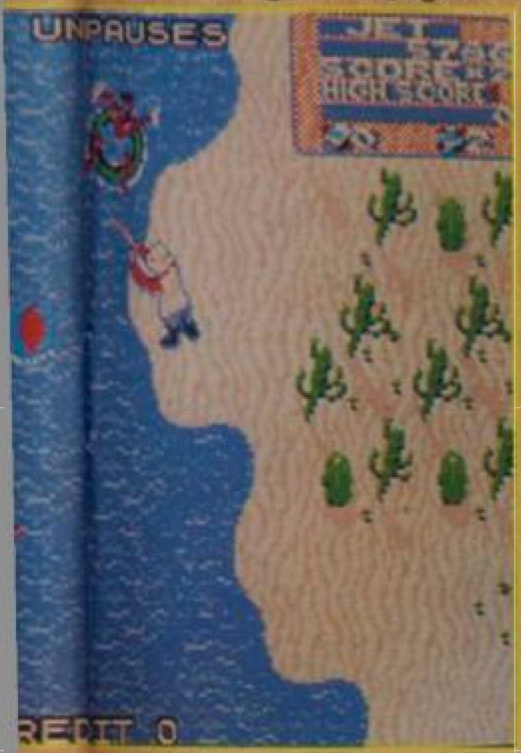
The graphics on both the Amiga and ST are great, with nicely detailed sprites and colourful backdrops, and there are a host of wacky soundtracks to toob to. The gameplay is highly addictive, with bonuses all over the shop and some really crazy worlds to paddle through. Whether or not you were a fan of the coin-op, this conversion is definitely worth checking out.

**JULIAN RIGNALL**

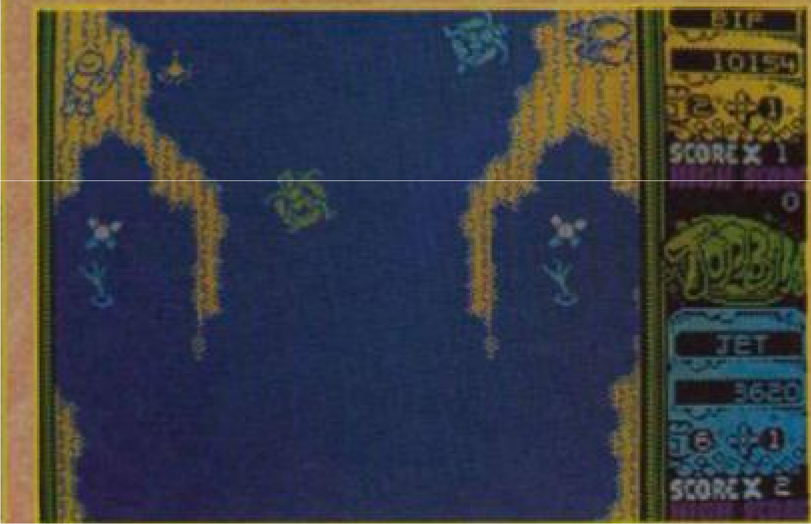
▼ *Hillbillyland on the Spectrum.*



▼ *Yaah! It's the 'gator! Yes, again!*



▼ *P-P-Pick up a patch.*



## UPDATE

***Amstrad and C64 versions are coming soon, and will play very similarly to the Spectrum version, but will have much better graphics and sound.***

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| GRAPHICS | 83% |
| SOUND | 81% |
| VALUE | 79% |
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*Looks, sounds and plays great. An excellent conversion of Tengen's weird and wonderful coin-op.*

**OVERALL 82%**

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*More colourful sprites, full-screen scrolling and superb tunes make this even more fun than the ST version. If you're after an original and fun-packed game, check this sucker OUT!*

**OVERALL 83%**

**SPEC £9.99**

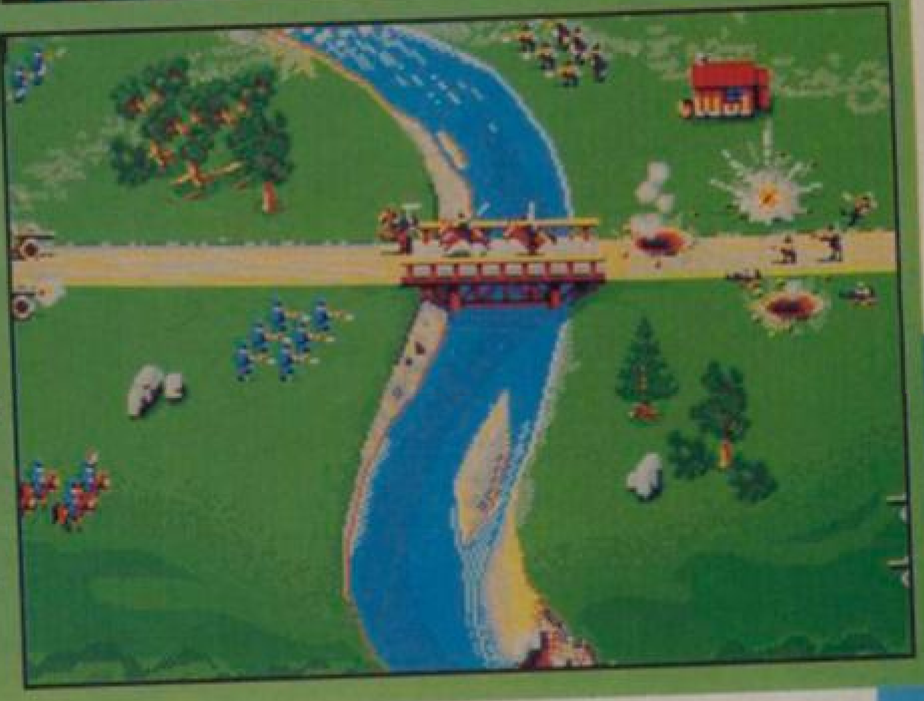
*Decent scrolling, but some of the sprites are a little indistinct. Still, this conversion captures the spirit of the coin-op, and is addictive and enjoyable.*

**OVERALL 78%**

## NORTH AND SOUTH

### INFOGRAMES

LES TUNIQUES BLEUES
N° 72
NORTH & SOUTH



Remember the North and South TV mini-series of a couple of years back? Well that's got nothing to do with this game. Well, OK, it has, but only insofar as it's based on the events of the American Civil War. Stop yawning at the back, there - sure it's a strategy game, but there's not a hex-grid or co-ordinate entry system in sight. In fact Infogrames' effort is an ingenious arcade/strategy game in the Defender of the Crown mould which pits your Yankees against the computer's Confederates (or the other way around). Three laff-a-minute arcade sections and loads of humorous touches make North and South one to look out for.

RELEASED: AMIGA NOW, ST PC NOVEMBER

PRICES: AMIGA ST PC £24.99

## EUROPEAN SUPER-LEAGUE

### CDS

Christmas wouldn't be Christmas without a footy game in the charts, and CDS have come up with the goods just as Division One is beginning to get interesting. European Superleague casts you as the manager of one of the top eight international teams, with the intention of taking your brave boys to the top of the table. Standing in your way are the other teams (of course), a know-it-all chairman who has no qualms about firing you at the first available opportunity, injuries to your players and postponed matches. Totally icon driven, and using a unique system to display each Saturday's playing-pitch proceedings, European Superleague kicks into touch as you read this. Oi, Bobby, get that contract signed sharpish!

RELEASE: AMIGA ST SPECTRUM AMSTRAD C64, NOVEMBER

PRICE: AMIGA ST, £19.99, SPECTRUM AMSTRAD C64, £9.99

## SNOOPY AND THE CASE OF THE LOST BLANKET

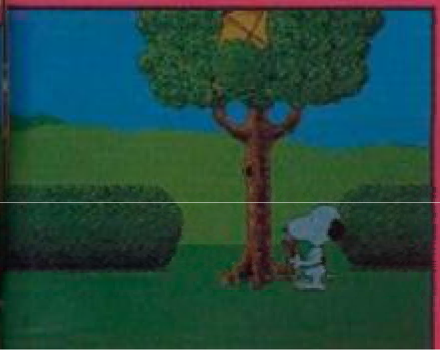
### THE EDGE

Seems The Edge are right ones for licensing cartoon characters. After digitising Garfield's furry fizzog they've produced an arcade adventure starring Schulz's ebullient beagle. The plot centres on Linus' security blanket which has mysteriously gone walkabout and it's up to Snoopy to take on the role of detective in the search for the missing material. The

## MIDWINTER

### RAINBIRD

Alas, the Green Party didn't get into Parliament, and the environment has suffered. The Greenhouse Effect and Global Warming are in full swing. The world's governments have deteriorated along with the climate, and now one renegade dictator is hassling the newly-formed Free Villages Peace Force. It's up to you, as Captain Stark, to take on the enemy in a selection of scenes, in-



Peanuts characters are all in there, giving out objects and verbal clues to help the dog detective along on one of the three different solutions. Sounds interesting - check out the review next month.

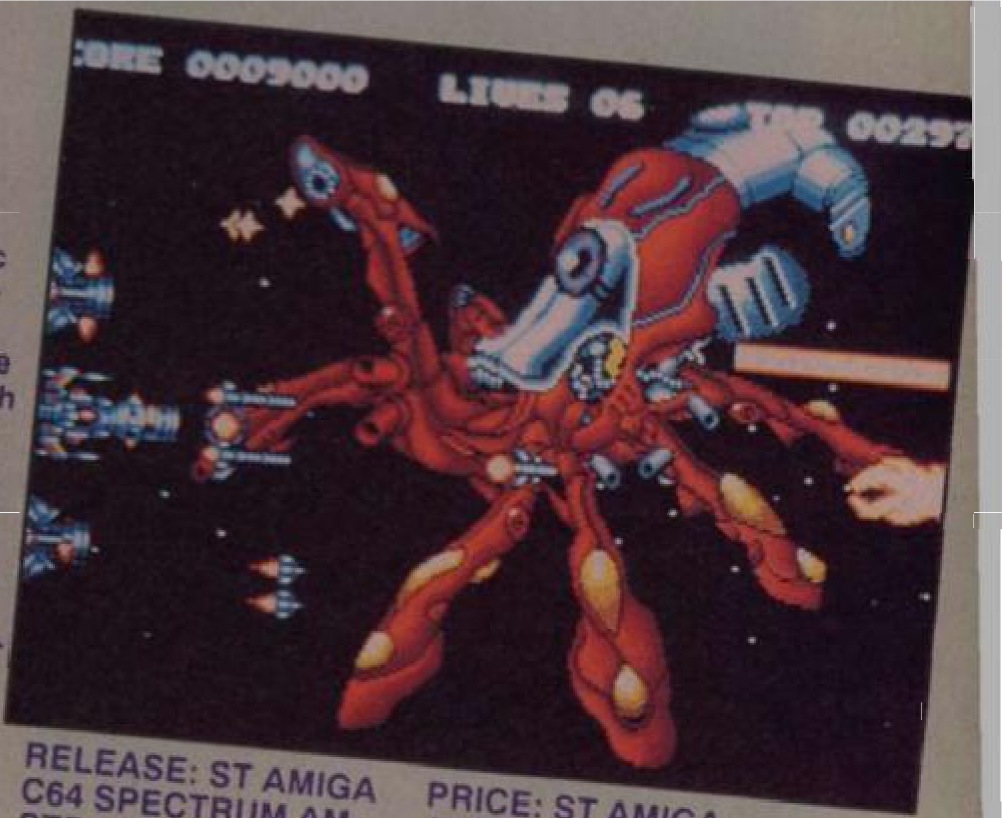
**RELEASE: ST AMIGA NOW, C64 SPECTRUM AMSTRAD, DECEMBER**

**PRICE: ST AMIGA £19.99, C64 SPECTRUM AMSTRAD £9.99**

## DARIUS PLUS

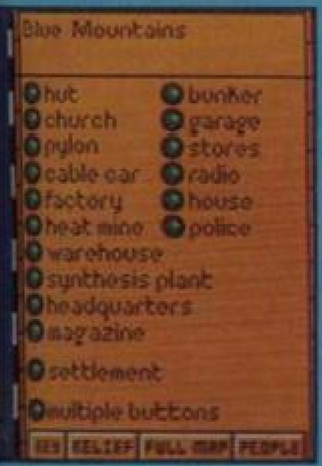
### THE EDGE

Taito's three-screen, twin-seater subaquatic shoot 'em up never received the adulation it deserved, but The Edge are about to fix that with their long-awaited conversions. Two extra tellies would have worked out a bit expensive, so the original has been reworked and even tarted up a bit by the Alien Syndrome programmers, hence the "Plus" suffix. How it plays, we're not sure, but dunnit look nice? Review next ish.



**RELEASE: ST AMIGA C64 SPECTRUM AMSTRAD NOW**

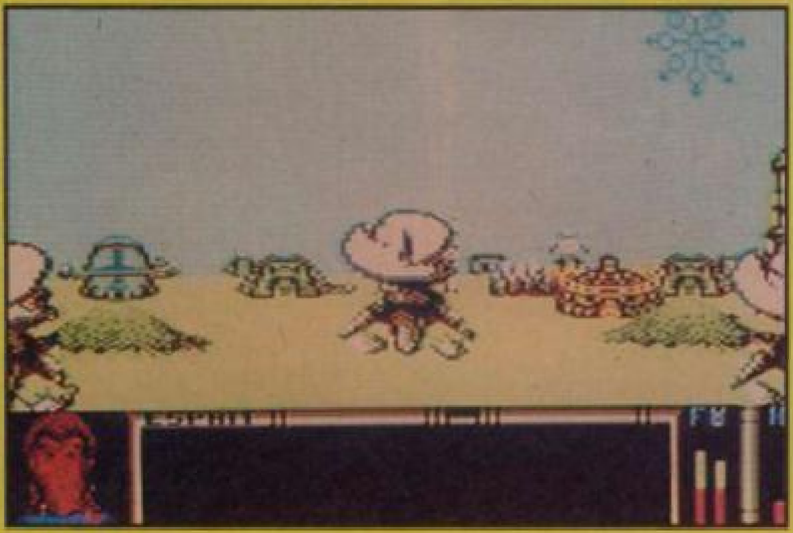
**PRICE: ST AMIGA 19.99, C64 SPECTRUM AMSTRAD £9.99**



cluding hang-glider battles, skiing jaunts and cable car assaults. Meaty stuff, huh? And so it should be, as it's being programmed by Lords Of Midnight creator Mike Singleton and his Maelstrom software team. With real-time, textured, light-sourced, solid 3D graphics-a-plenty, Midwinter should tickle the fancy of every ardent CND campaigner.

**RELEASE: ST AMIGA PC, NOVEMBER**

**PRICE: ST AMIGA PC, £24.99**



## THE SEARCH FOR SHARLA

### THALAMUS

In production even as we speak is Thalamus' latest and most ambitious title to date. The Search For Sharla is being billed as a cross between Dungeon Master and Lords Of Midnight, with the task in hand being to defeat the evil sorceress, Sharla, who's up to all manner of nasty things. The stats being bandied about are pretty staggering, with tens of thousands of different graphic views, a realistic sleep option (eh? - Ed) and over 500 interactive characters. This C64 screen shot looks a bit of all right, but how will the whole kit and kaboodle turn out like? Find out soon in our forthcoming review...

**RELEASE: SPEC AMS C64 ST AMIGA, DEC**

**PRICE: TBA**

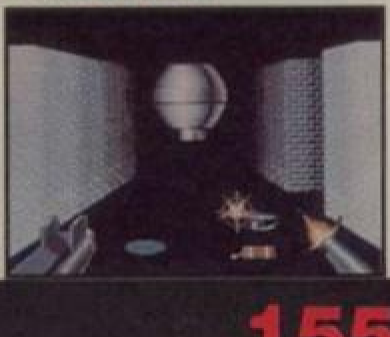
## THE PUNISHER

### THE EDGE

Dolph Lundgren, he of the hefty biceps and triceps which stormed across cinema screens in Rocky IV, returns to celluloid soon in a movie version of this violent comic book. The Edge, noticing the current revival of the whole comic industry secured the rights to the game of the film, a screen shot of which is here for your perusal. Expect oodles of fun 'n' guts when The Punisher blasts his way onto your monitor screen in two shakes of a dolph-in's flipper.

**RELEASE: SPEC AMS C64 ST AMIGA, DEC**

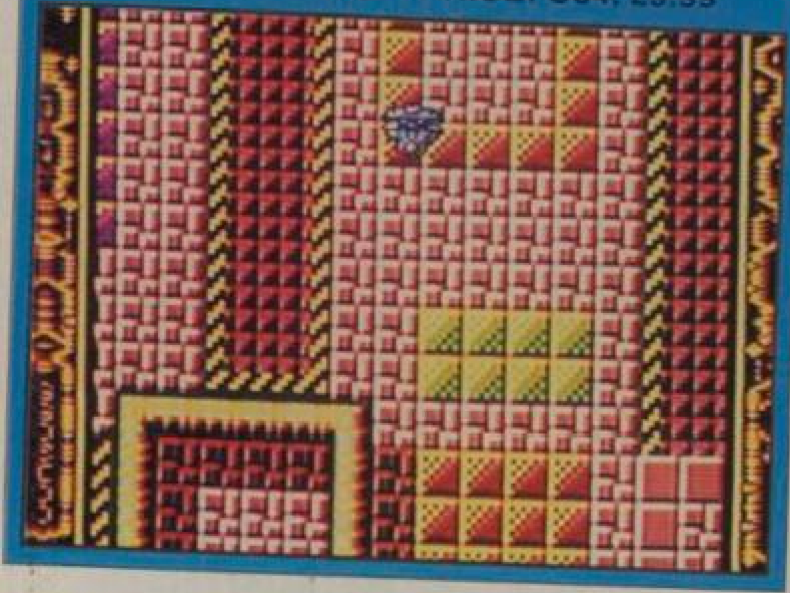
**PRICE: TBA**



## SNARE
### THALAMUS

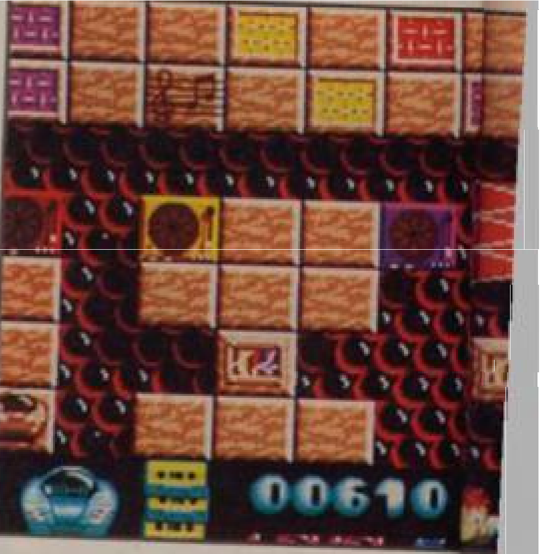
Crumbs! Thalamus certainly aren't resting on their laurels, are they! The boys with the smartest T-shirts in the biz (excluding our own, of course) sent us a screen shot of their latest original product, which is described as "a weird shoot 'em up". Other details are lacking at present, but we should have a review of the product next month, so keep your peepers peeled.

RELEASE: C64, NOVEMBER
PRICE: C64, £9.99



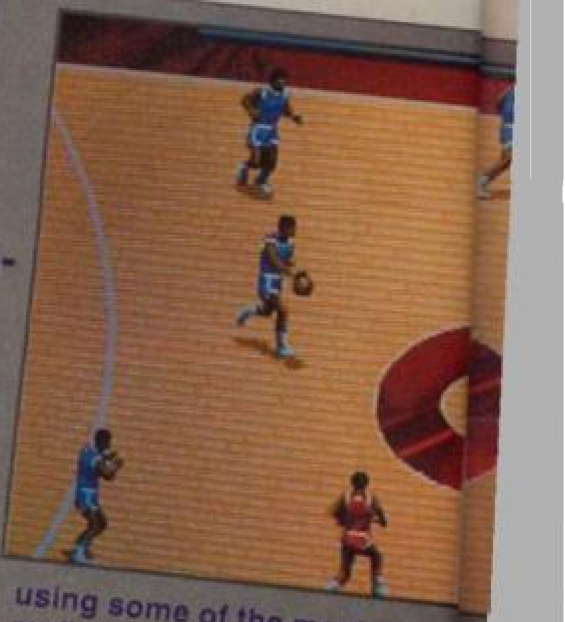
## JUMPING JACK SON
### INFOGRAMES

Jumping Jack Son is the only surviving ancestor of rock 'n' roller Jumping Jack Flash, he of the old Rolling Stones hit that none of us can remember. Anyway, young Jack has to retrieve every last rock and roll record, left littered about by The Conductors, a vi-



## TV SPORTS BASKETBALL
### MIRROR-SOFT/CINEMAWARE

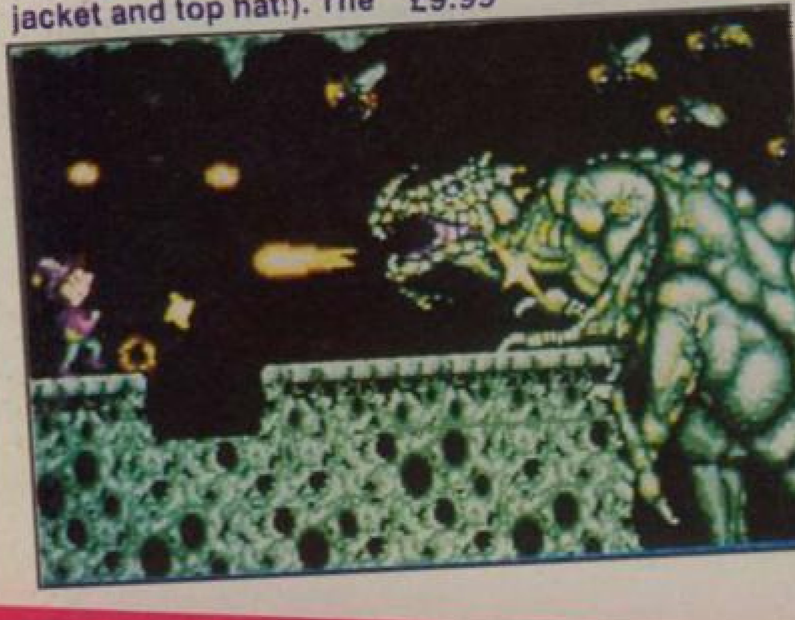
Who said TV Sports Football was the be-all-and-end-all in 16 bit sport sims? Whoever you were, if Cinemaware's follow-up is anything to go by, you were wrong. We've seen a couple of early demos and, well, our jaws literally dropped. In fact, one member of staff had to be rushed to hospital to have his sewn back in place! The full five-on-five game is portrayed, using some of the most realistic action you'll ever see outside of a basketball court, and of course all the frills, spills and little brass twiddly bits you've come to expect from Cinemaware products



## SEVEN GATES OF JAMBALA
### GRANDSLAM

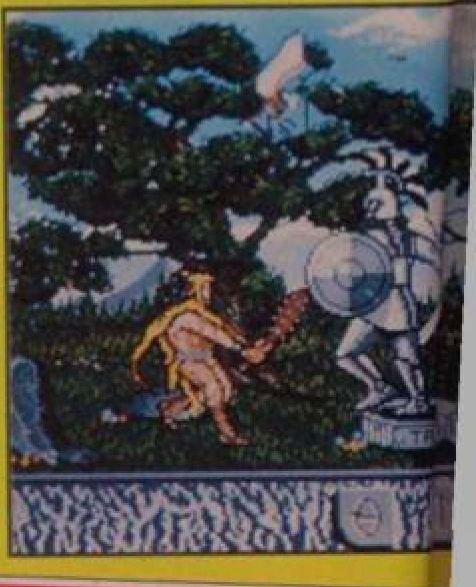
This strange game takes place in the mythical world of Jambala and you play a little bloke with absolutely no dress-sense whatsoever (dig that "groovy" purple jacket and top hat!). The object is to travel through the world, battling beasties, sloping off with your spoils and, presumably, opening the seven gates in the title. All sounds rather jolly, doesn't it. We'll review it when it lands on our desks...

RELEASE: ST AMIGA C64, NOVEMBER
PRICE: ST £19.99, AMIGA £24.99, C64 £9.99



## HERAKLES
### GAINSTAR

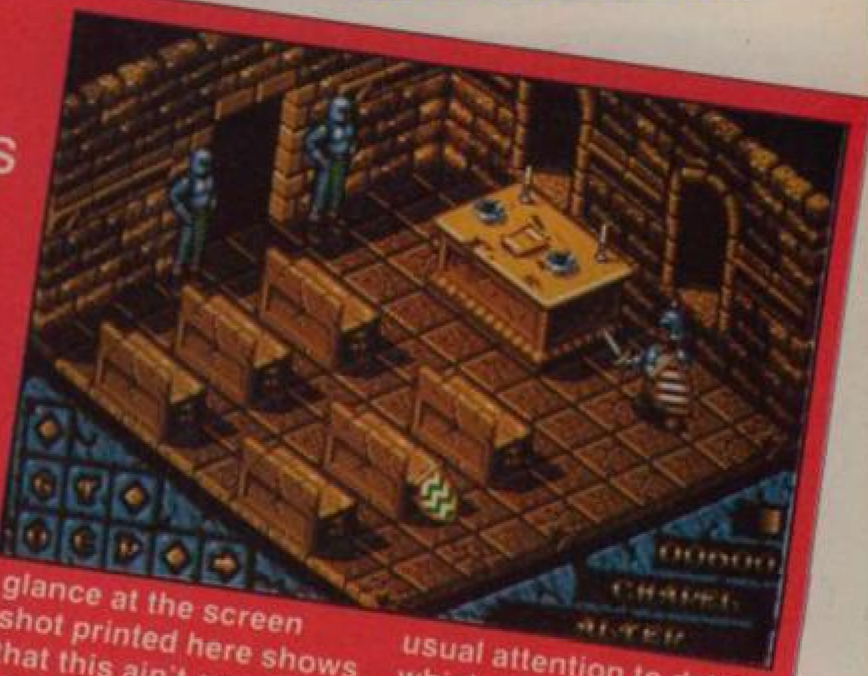
Herakles takes place at a time of unrest in ancient Greece. Some nasty piece of work has thrown the keystone, life force of the Gods, off the top of Mount Olympus, smashing it into twelve pieces. Zeus' son, Herakles, must leave behind the tranquility of his unearthly homeland to search for



cious band of classical music lovers. Not only that, but he must also find the first record which Elvis made, recorded on his mum's birthday. Weird or what! Find out what the world's first rock 'n' roll arcade game is like when we review it in the not-too-distant future.

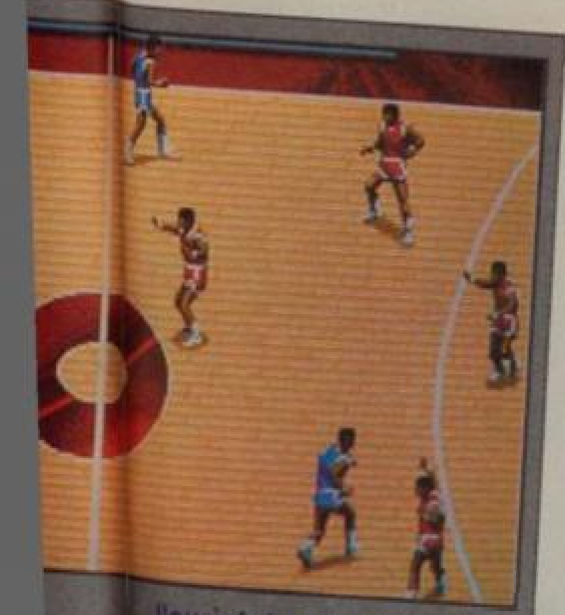
**RELEASE: ST AMIGA, JANUARY**
**PRICE: ST AMIGA, £19.99**

## CADAVER
### IMAGEWORKS



Hold onto your dangly bits and keep your fingers out of the electricity sockets folks, 'cos the latest game from those bastions of brilliance, the Bitmap Brothers, are about to knock out their next title! The lads with the binary Midas Touch are turning their combined talents to the world of arcade adventures with Cadaver, in which you play a Sherlock Holmes-alike in the Dark Ages, on the trail of a mass murderer. Just casting a swift glance at the screen shot printed here shows that this ain't gonna be no walk through the park (hardly surprising really - it's set in a castle!) but what they can promise you is the usual attention to detail which have made the Bitmaps the hottest property in the 16 bit marketplace.

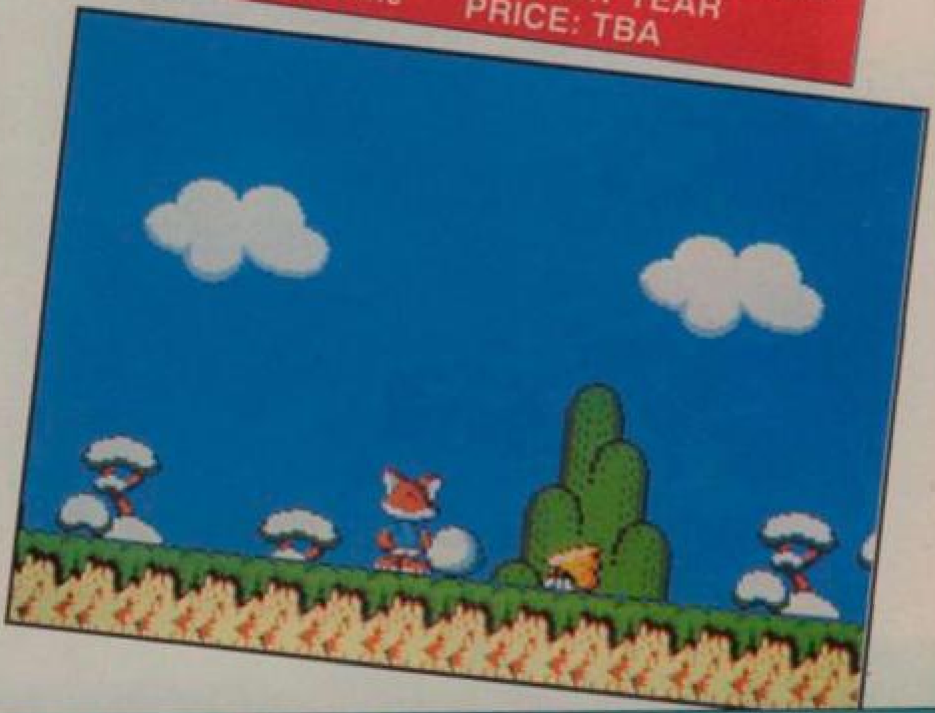
**RELEASE: ST AMIGA PC, NEW YEAR**
**PRICE: TBA**



flourish in all their glory. We're REALLY looking forward to this one.

**RELEASE: AMIGA CHRISTMAS, ST PC C64 NEW YEAR**
**PRICE: AMIGA £29.99, ST PC C64 TBA**

## PSYCHO FOX
### SEGA



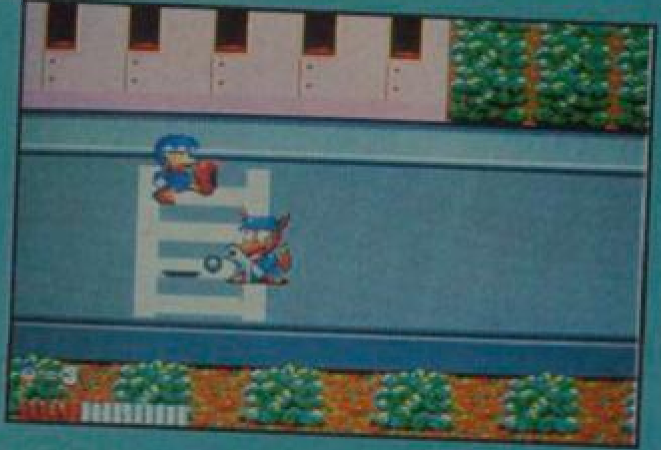
This one looks very familiar to us lot down here. Remember the computer game Foxx Fights Back from a year ago? Yes, it does bear a bit of a resemblance, don't you think? Whether it is a conversion of that title we don't know, but we don't really care as long as the finished product is worth playing - after all, that's what counts, isn't it.

**RELEASE: SEGA, DEC**
**PRICE: £24.95**

the pieces, before the evil spirits rise up and do unspeakable things to the inhabitants of the country. Featuring "unique" 3D perspective views and a scaled-down map of Greece, Herakles should tickle the fancy of both gamers and historians alike.

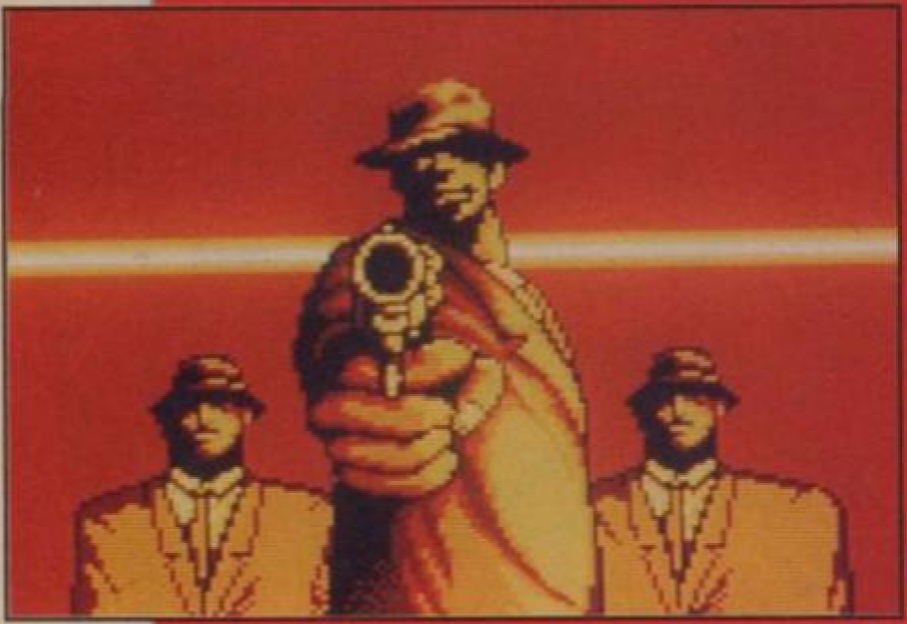
**RELEASE: ST AMIGA PC, JANUARY**
**PRICE: ST AMIGA PC, £24.99**

## DYNAMITE DUX
### SEGA



Sega's own cute 'n cuddly high-explosive hurling feathered friends finally waddle their way onto the Master System, meeting with whoops of admiration from their devoted fans. Heavy artillery is the name of the game as our heroes launch an all-out offensive to retrieve their chicks (!) from a big bad ball of fluff. Looks good, doesn't it. Let's hope it's as playable as the original, too.

**RELEASE: SEGA, JANUARY**
**PRICE: £24.95**



## DEAD ANGLE
### SEGA

Another arcade conversion to the little 8 bit console, with the currently trendy 1930's Prohibition "bust up the booze racketeers with a big gun" storyline. If this screen shot is anything to go by, Sega owners are in for a treat when Dead Angle hits the store shelves soon.

RELEASE: SEGA, JANUARY
PRICE: £24.95

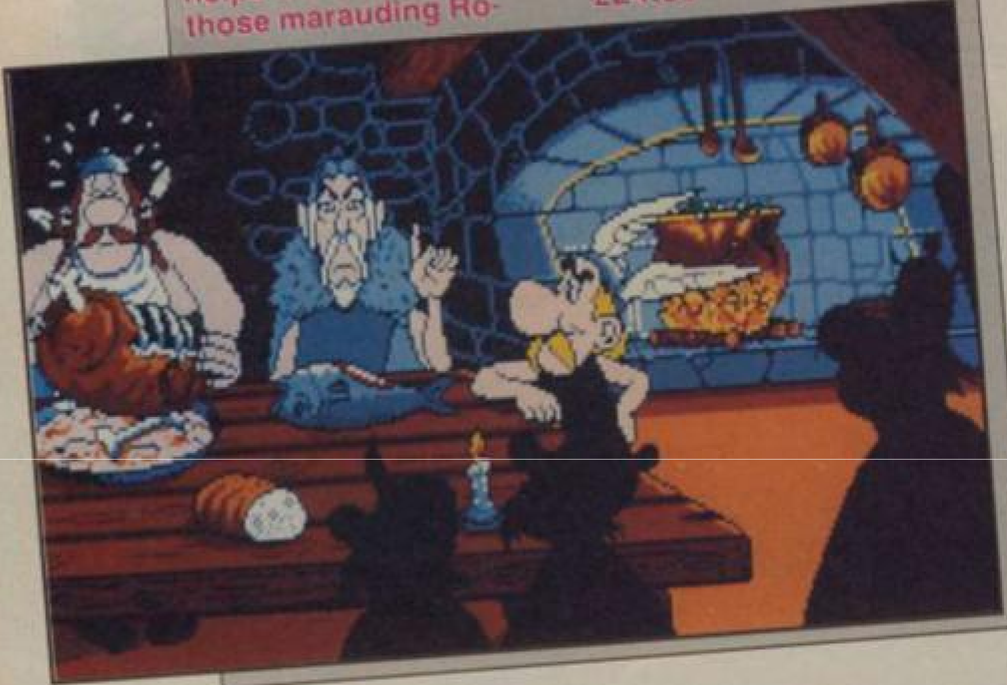
## BASKETBALL NIGHTMARE
### SEGA

Basketball with a terrifying difference - after all, wouldn't you be more than slightly wary of a basketball-wielding wolf wearing a pair of purple drainpipes? Positively nightmarish! A strange new twist on a well-tried theme looks set to be a winner with

## ASTERIX AND THE ENCHANTED CASTLE
### COKTELVISION

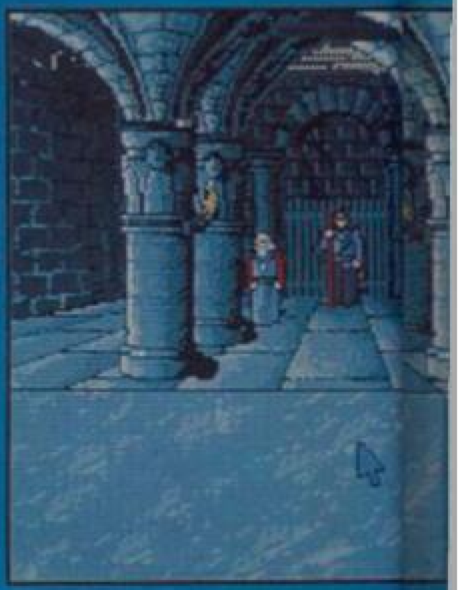
Asterix is all set to make his second appearance on home computers after the disastrous attempt made by Melbourne House a couple of years back. This time, Panoramix has forgotten how to make the magic strength potion which helps the Gauls keep those marauding Romans at bay. As everyone's fave small Gaul, the player must travel around the thirty-screen playing area, collecting the ingredients with which to make the potion. There are twenty different ways to make the stuff, and only one of them is correct, so loads of headache-inducing potion-mixing is on the cards when the game is released in the coming weeks.

RELEASE: ST AMIGA PC, JANUARY
PRICE: ST AMIGA PC. £24.99

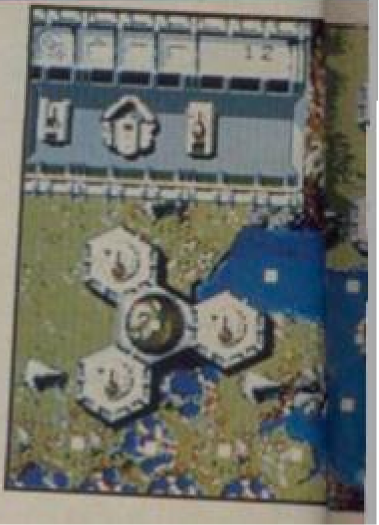


## DRAKKHEN
### INFOGRAMES

Infogrames reckon that Drakkhen is the best RPG since Dungeon Master, but then they all say that, don't they? We got a version in the other day and we were just about to set off on the 3D scrolling landscape, a-rompin' and a-rampagin' through the vast castles and dungeons when we discovered the text in our

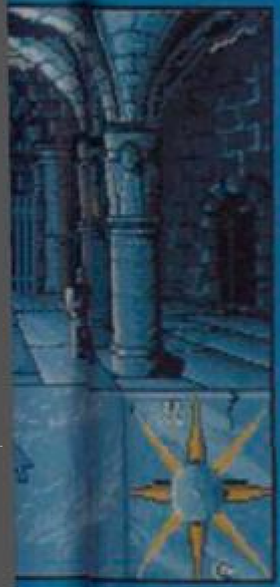


## FULL METAL PLANETE
### INFOGRAMES



Gosh, doesn't the title of this latest game from over ze water sound a teensy bit like a rather gory Stanley Kubrick film about Vietnam? So what if it does, the two have absolutely nothing in common. Full Metal Planete is derived from a French Sci-Fi strategy board game called Ludodelire, and it centres around the exploits of a mercenary, hired by a large mining company, to nobble the oppositio and pinch all of their gear. Sound wild and wacky enough to you? certainly does to us he at C+VG. Whether the fi ished article is up to

Sega sports addicts. The question is, would YOU play ball wearing anything less than designer togs?
**RELEASE: SEGA, DEC**
**PRICE: £24.95**



copy was French - and us without a phrase book! So, you'll just have to make do with this screen shot for the time being, won't you? Luckily, Infogrames have promised us an English-speaking version for review next month, so you can get the full story on this jolly jeu then.
**RELEASE: ST AMIGA, NOVEMBER**
**PRICE: ST AMIGA, £24.99**

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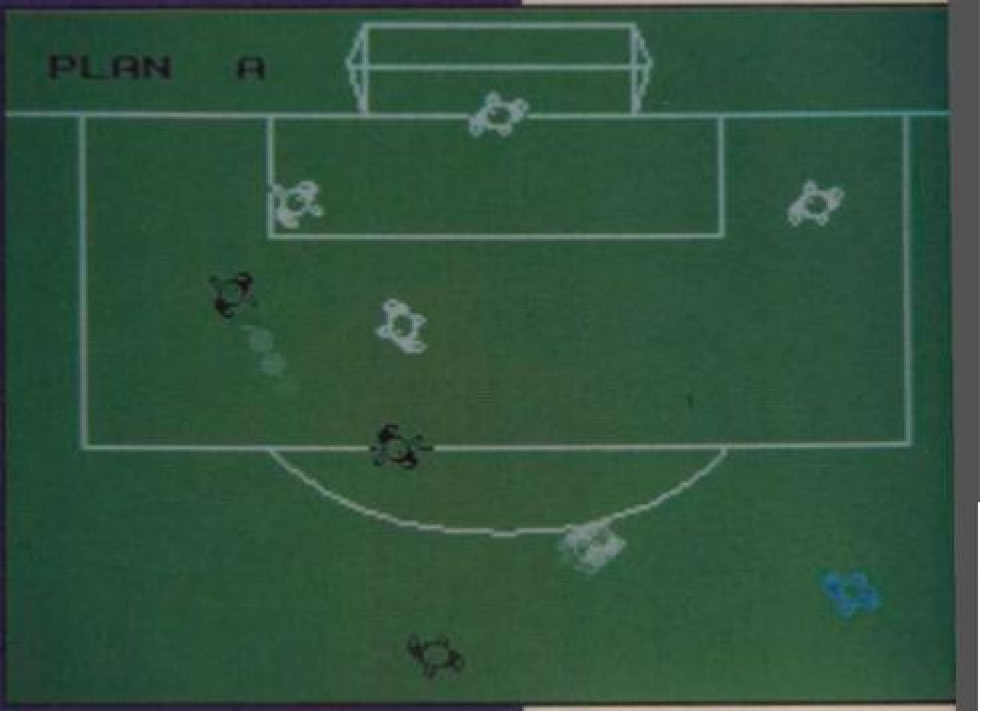
scratch is up to Infogrames, though.
**RELEASE: ST AMIGA, CHRISTMAS**
**PRICE: ST AMIGA, £24.99**

## FOOTBALLER OF THE YEAR II

### GREMLIN

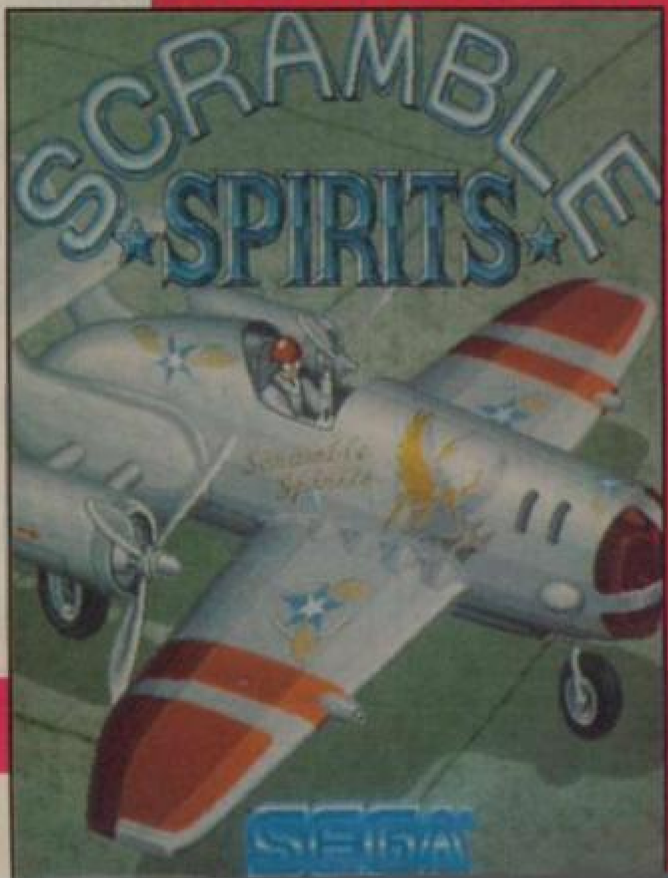


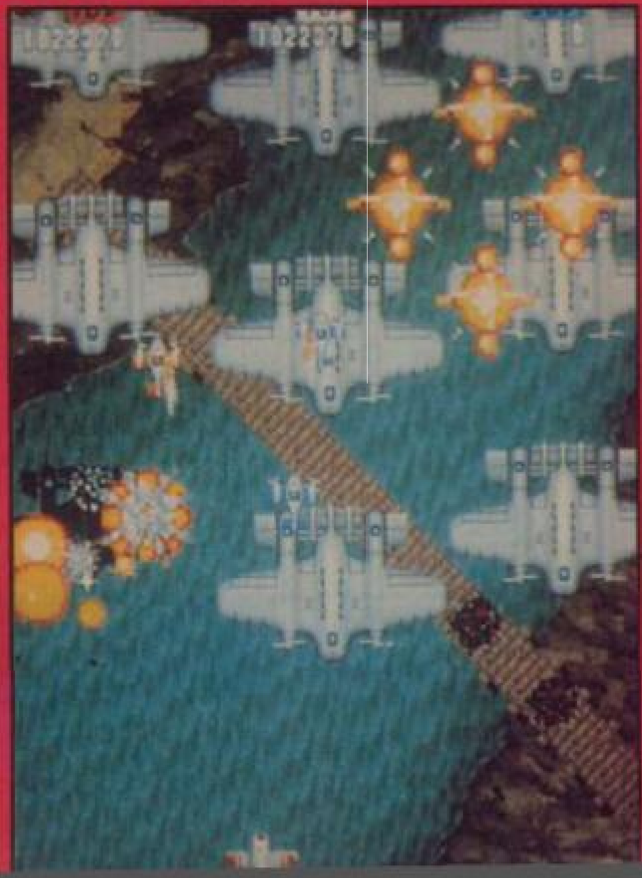
Four hundred thousand soccer fans went out and bought Gremlin's Footballer Of The Year, so it seems only sensible for the Sheffield-based softco bring out a sequel, and this is it. The aim's the same - that of beating all of your fellow footy players to become Footballer Of The Year - but this time round a host of new problems stand between you and your title. Five leagues, trivia questions, international matches, gambling and team tactics all rear their spherical pig bladders as you work toward your goal (pun). Sounds fun? Look out for a review, coming soon to these pages!
**RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, NOVEMBER**
**PRICE: ST AMIGA, £19.99, SPECTRUM AMSTRAD C64, £9.99**

## SCRAMBLE SPIRITS

### GRANDSLAM

Coming soon is the conversion of this very obscure Sega coin-op. Take to the skies in a clapped out fighter and plough through wave after wave of enemy aircraft, dealing death to all and sundry (except yourself, of course). This screen shot is of the arcade version, which, to be blunt, wasn't the most enjoyable mechanism to bung your pennies into - so the question on our lips is "Will Grandslam be able to inject some all-important gameplay into what was originally a bit naff?" Surely...
**RELEASE: Early '90**
**PRICE: TBA**





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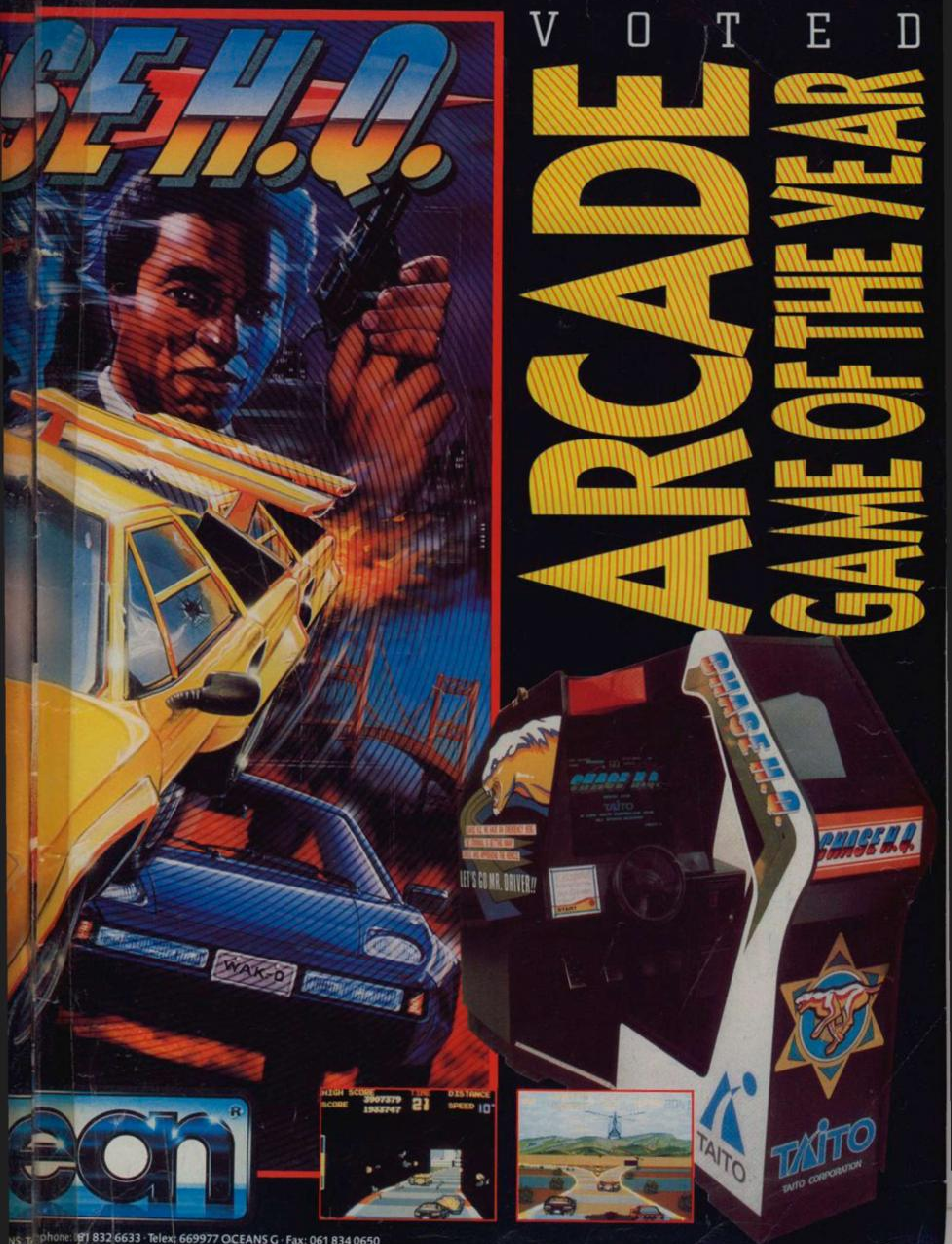
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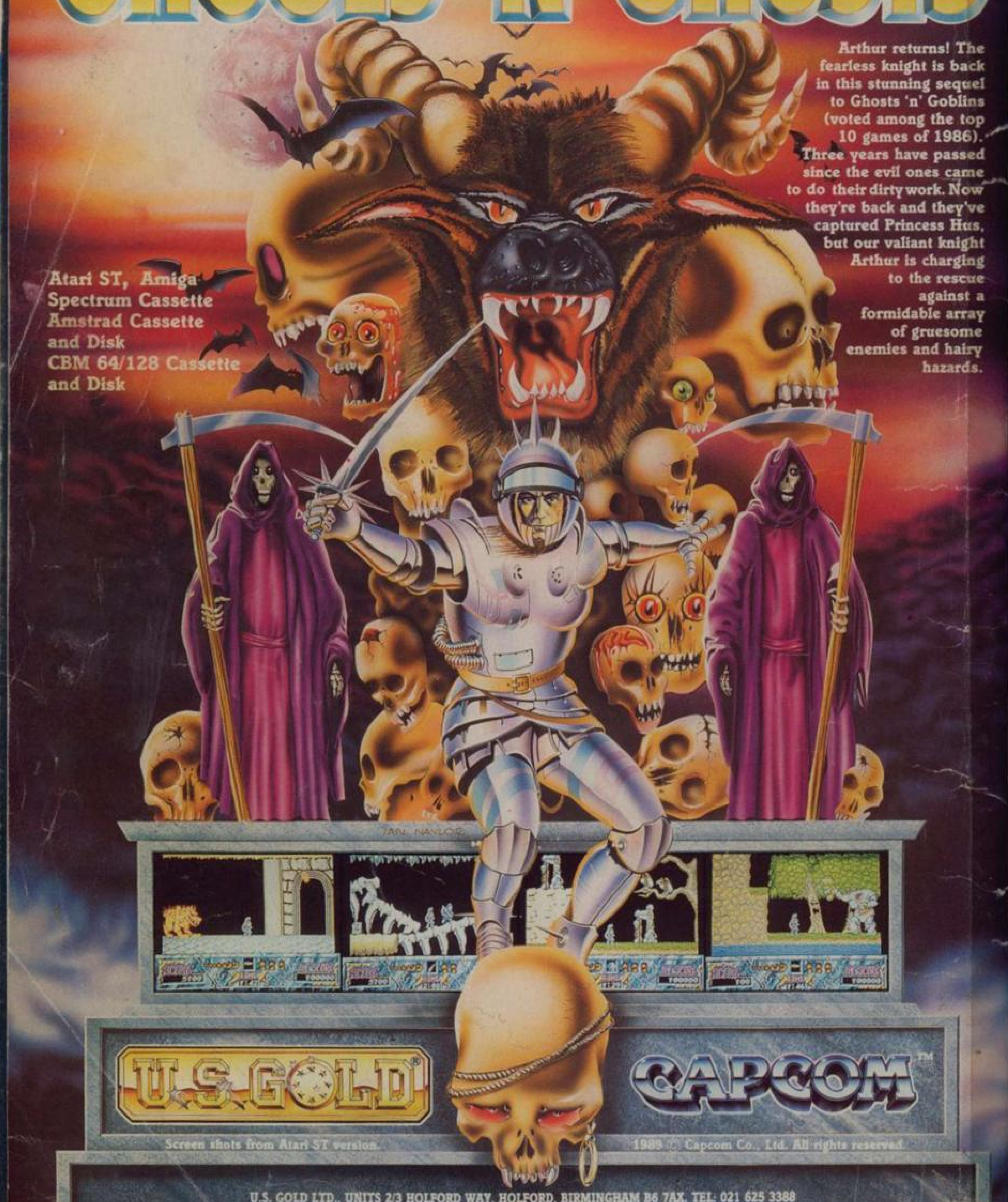

Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.

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